NEW! 116 PAGES CRAMMED FULL OF NEWS, PREVIEWS AND REVIEWS!

WIN! OVER £3000 WORTH OF PRIZES IN OUR MASSIVE GIVEAWAY!

£2.99

Dreamcast magazine

The world's most advanced console magazine!

DEAD OR ALIVE 2

EXCLUSIVE! We get to grips with Tecmo's mammoth beat-'em-up!

RESIDENT EVIL CODE: VERONICA

DEAD GOOD! We've played Capcom's Survival Horror shocker to death!

100% UNOFFICIAL

www.dream-cast.net No. 5 £2.99

Paragon Publishing Ltd

9 771466 238016 05

This magazine is not endorsed, sponsored or otherwise authorised by Sega.

WIN YOUR XTREME DREAM

You spend 7

of your life

It takes just 5 mi

com

on D

What is your Sega Xtreme Dream?

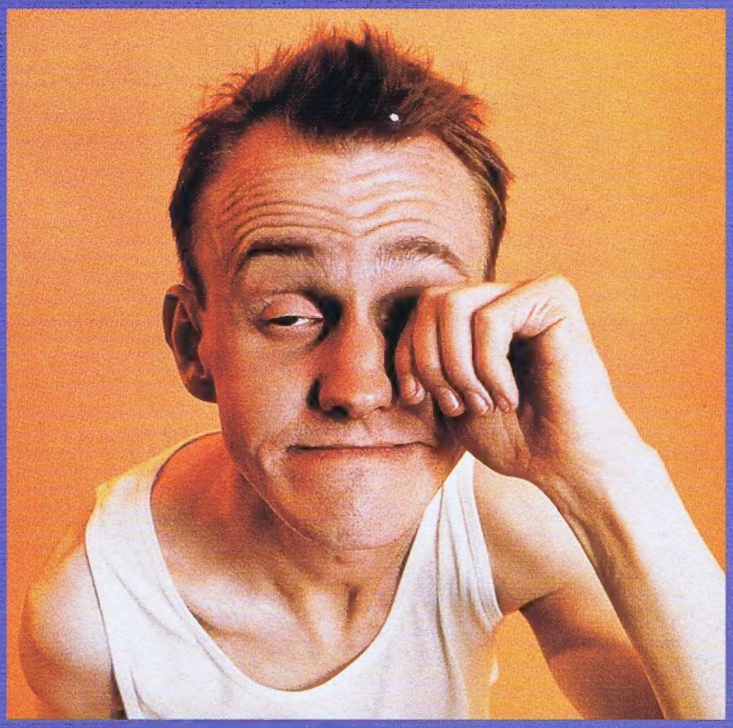
Tell us and we could make it happen.

You could be snowboarding in The Rockies, flying a MiG jet or in the driving seat of an F1 car - for real!

It's this easy...

SEGA™

4,000 hours dreaming...



nutes to make one e true, reamarena!

Simply go online through your Dreamcast and enter the Sega Xtreme Dream Competition. Every week we'll turn one person's Xtreme Dream into Xtreme reality. Go on. Dreamers never sleep.

Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

Dreamcast

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

We'll beat the price of any UK Dreamcast game. Guaranteed.

simplyGAMES

Dreamcast.

PC games

the best games
the lowest prices
0800 169 2304

games from: **£29.99** peripherals from: **£19.99**
dedication to gamers: **free**

Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.co.uk

ISSUE FIVE LAUNCHING IN THE UK ON 27 JANUARY
>Brought to you by the makers of Dreamcast Solutions

contents

version 05
>www.dream-cast.net
Welcome to your dreams

Editorial

I don't know, you think that all is going well and then it all goes horribly wrong. In this case, *Crazy Taxi* unexpectedly arrived. It all started when we got a phonecall informing us that a review copy of *Crazy Taxi* was in the post...

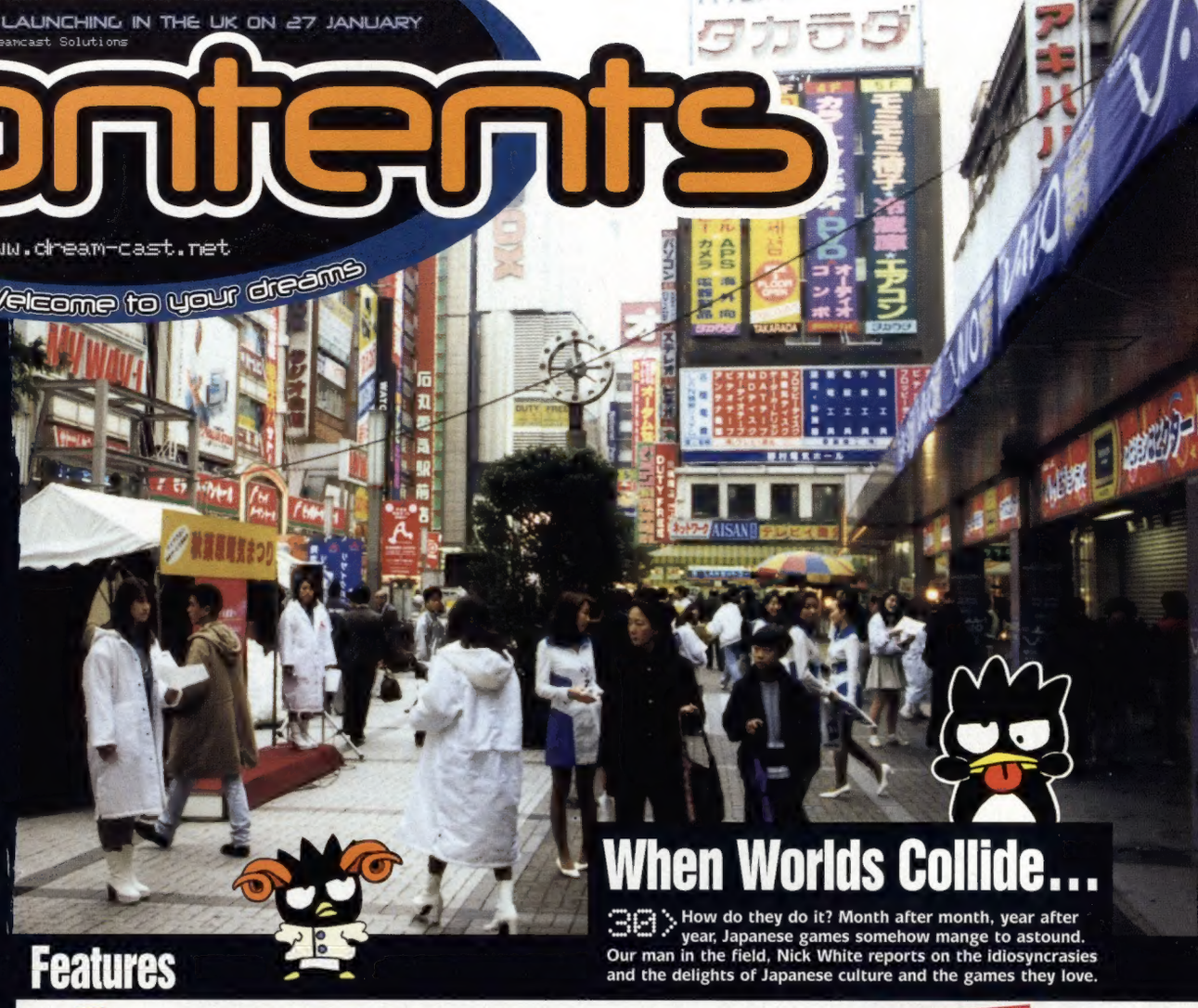
Up until that point, the mag was going fine, pages were being written and designed and then... it arrived.

With the same expectations and excitement of a bunch of kids on Christmas morning, we opened the innocuous-looking package to reveal a copy of the game, we immediately booted it up and played it solidly *for a week*. Every single member of the team quite literally stopped working until the final challenge was all that stood between us and completing the game – it really is that good. *Crazy Taxi* is everything that a game should be and Sega has pulled the stops out to make a proper home conversion of an arcade favourite, adding to the original, not only an entire new city, but also 16 frustrating challenges to a give it a lot more longevity. Which reminds me, as an update to the review (p.46) Alex has now completed the final challenge, much to everyone's annoyance. He did so by watching the rest of us work out *every* short cut that was to be found and then casually used the extra-special turbo – that he'd conveniently forgot to mention to the rest of us – and completed it. We have yet to wreak our revenge upon him but you can be sure that the combined powers of Taylor, Trent and Phillips will not go amiss upon this lowly prep-school fodder!

Sour grapes aside, it's been yet another excellent month for Dreamcast gamers and proof, if any were needed, that this will be the best year ever for the Dreamcast. A cursory glance through this mag will confirm this and the fact that as always, there really is only one magazine for Dreamcast Gamers.

Enjoy the mag and take it easy on the stairs.

Simon Phillips
Editor



When Worlds Collide...

38> How do they do it? Month after month, year after year, Japanese games somehow mange to astound. Our man in the field, Nick White reports on the idiosyncrasies and the delights of Japanese culture and the games they love.

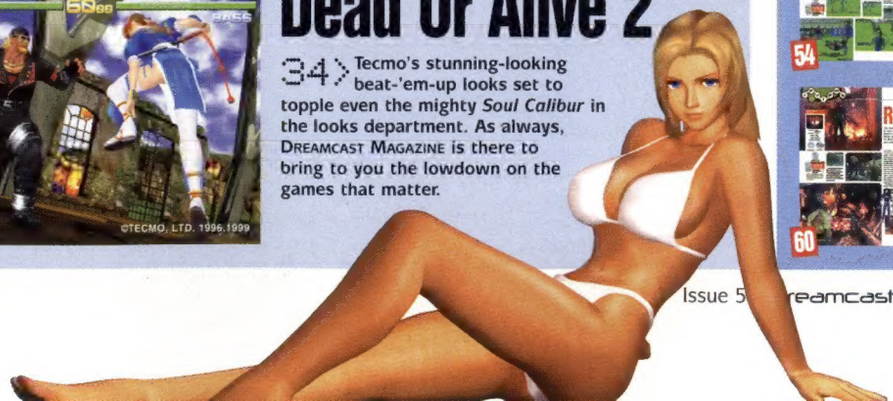
Features

Jambo! Safari

26> We want Sega to stop! We are tired of playing fantastically original and entertaining games in our local arcade. Alex Warren checks out yet another Dreamcast-bound game in the hope that just for once it isn't the best thing we've ever wasted our money on.

Dead Or Alive 2

34> Tecmo's stunning-looking beat-'em-up looks set to topple even the mighty *Soul Calibur* in the looks department. As always, DREAMCAST MAGAZINE is there to bring to you the lowdown on the games that matter.



AT A GLANCE red hot GAMES

> By now each mag should come complete with a free pair of asbestos gloves. However, for those of you who are more tolerant of the heat generated by the mag, here's just a sample of this month's gems.

SEGA

Some strikers are born great.

Some achieve greatness.

And some have it thrust upon them at 4am.

Virtua Striker 2 ver.2000

You can't predict when genius will strike. But you can prepare for it. With a built-in soccer pundit, Virtua Striker 2 saves your favourite goals and decides whose is best. Choose from 32 world teams and 5 different tournaments. Then re-live those golden moments again and again. Your mates will love it.

Dreamcast.

Up to 6 billion players

www.dreamcast-europe.com

Dreamarena

adidas and others are the registered trademarks of adidas International B.V. /Licensed by adidas International B.V.

Virtua Striker is a registered trademark or a trademark of Sega Enterprises, Ltd. ©1996 JFA Sega & Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd. R.R.P £39.99

contents

Dreamcast magazine

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: 01202 299900
Fax: 01202 299955
www.paragon.co.uk

EDITORIAL
Managing Editor **Nick Roberts**
nickr@paragon.co.uk
Editor **Simon Phillips**
lips@paragon.co.uk
Games Editor **Stuart Taylor**
staylor@paragon.co.uk
Staff Writer **Alex Warren**
awarren@paragon.co.uk
Art Editor **Nick Trent**
Senior Sub Editor **Louise Wells**
Sub Editor **Karen Hollocks**
Contributors **Dan Francisco, Martin Mathers, Nick White, Tomomi Yu**

ONLINE
Online Manager **Stuart Wynne**
ssw@paragon.co.uk
Online Editor **Gavin Cloggie**

ADVERTISING
Advertising Manager **Felicity Mead**
Tel: 01202 200224
Ad Sales Executives **Emma Bedford, Claire Endean**
Classified Ad Manager **Alan Walton**

Ad Production **Dave Osborne, Jo James, Jane Evans, Lorriane Troughton, Rex Creed**

PRODUCTION & DISTRIBUTION
Systems Manager **Alan Russell**
Bureau Manager **Chris Rees**
Scanning/Prepress **Dom Eddy, Liam O'Hara**
Circulation Manager **Tim Harris**

INTERNATIONAL & MARKETING
Marketing Manager **Monica Casal**
International Account Executive **Catherine Blackman**
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

DIRECTORS
Production Director **Jane Hawkins**
Advertising Director **Peter Cleall**
Circulation & Marketing Director **Kevin Petley**
Editorial Director **Damian Butt**
Art Director **Mark Kendrick**
Finance Director **Trevor Bedford**
Managing Director **Mark Simpson**

Subscription rates (13 issues) **UK: £33.00 Europe: £38.00 Rest of World £49.00**

Printed by: **ET Heron & Co., The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**

Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
Tel: 0171 396 8000

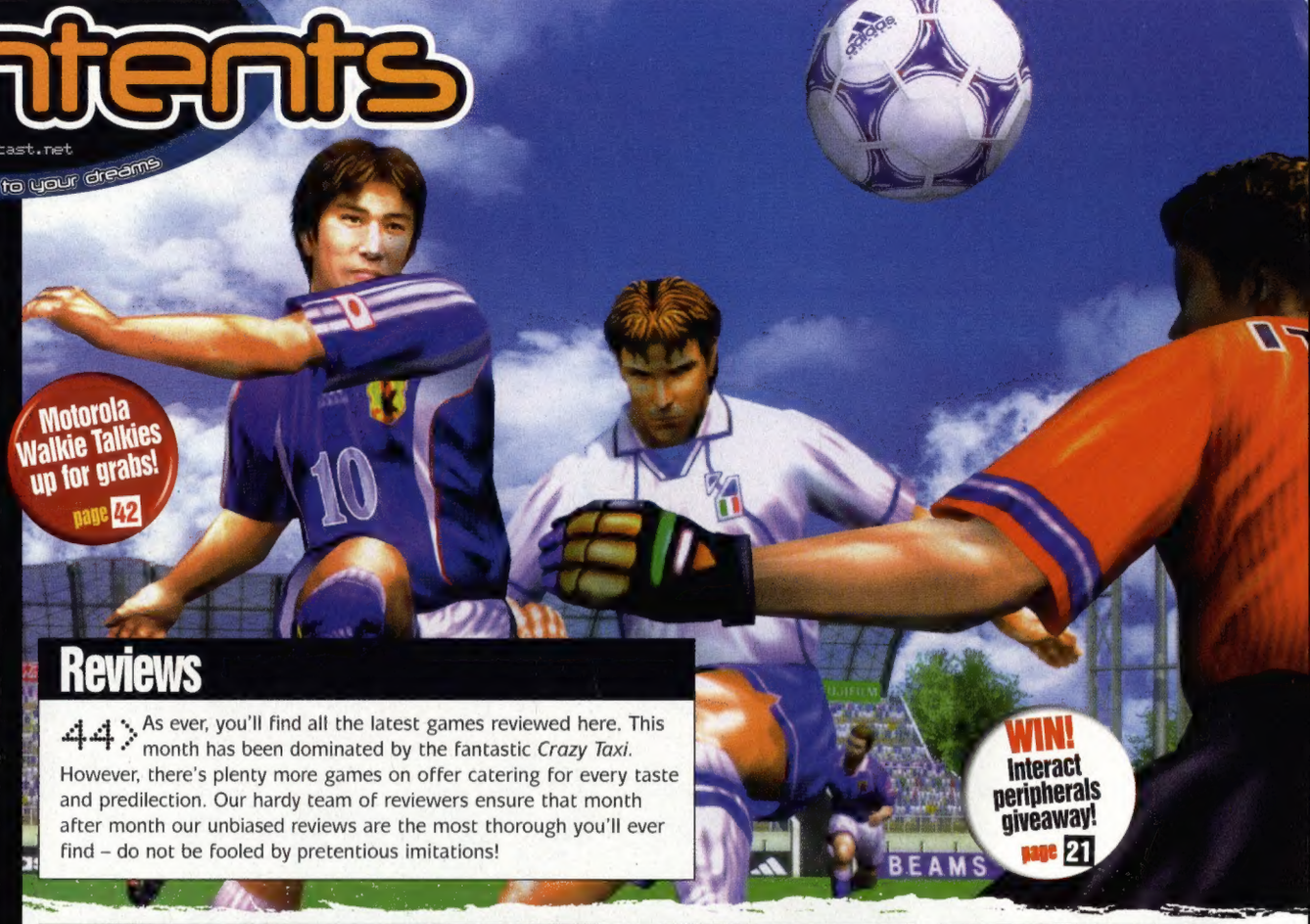
Dreamcast Magazine is fully independent and is in no way an official Sega Europe licensed publication. The views expressed within are not necessarily the opinions of Sega Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 2000 Paragon Publishing Ltd
Dreamcast Magazine

ISSN 1466-2388

Cover image ©Tecmo 1999

Thanks to: Louise@Ubi Soft, Woody@Virgin, Jezza@Acclaim, Emily@Konami, Jools@Powerhouse, Keith & Stewart@Joypad, Stewart@Infogrames, Simon@Project K, Steve@Titus, Sarita



Reviews

44> As ever, you'll find all the latest games reviewed here. This month has been dominated by the fantastic *Crazy Taxi*. However, there's plenty more games on offer catering for every taste and predilection. Our hardy team of reviewers ensure that month after month our unbiased reviews are the most thorough you'll ever find – do not be fooled by pretentious imitations!

Newscast

08> First, best and always bang up to date. Newcast is your one-stop guide to the wide world of Dreamcast. If it's news, updates on the latest games or previews that you're after then all of this and more can be found on these very pages.

Regulars

Dreamcast Solutions 80
Stuck on a game that you've shelled out £40 for? Well, your worries are over because we're here to help you through every tricky bit in every game.

Interact 95
We give you the opportunity to have your say in the Dreamcast magazine for people who love games.

Directory 104
Get involved in the best Dreamcast magazine in the world. If you have an opinion or question, want to write a review then here's the place for you.

Dream on... 110
If you thought this issue was crammed to bursting point, then why don't you check out what's in store for issue 6 – it just gets better and better!

Subscriptions 112
Get each and every issue of DREAMCAST MAGAZINE delivered to your door, and save yourself wads of cash!

Dream Moment 114
Each month we bring to your attention one of the most spectacular moments in Dreamcast gaming. This month, *Soul Calibur* provides the source of our pant-wetting.

Contents

Newscast	08
Interact Competition	21
Rayman 2	22
Arcade Vox Pop	26
When Worlds Collide...	30
Dead Or Alive 2 Feature	34
Tecmo Interview	40
Motorola Competition	42
Reviews Intro	44
Crazy Taxi	46
Zombie Revenge	52
Virtua Stiker 2 Version 2000.1	54
Resident Evil 2	60
Armada	64
Evolution	68
Tee Off Golf	72
Import Reviews	74
Virtual On	74
Street Fighter III W Impact	76
Berserk	78
Star Gladiator 2: Nightmare of Bilstein	78
Death Crimson 2	78
Jet Coaster Dream	78
Bakuretsu Muteki Bangaioh	78
Dreamcast Solutions	80
Toy Commander Walkthrough	84
Interact Intro	95
Mailbox	96
Reader Reviews	98
Web Watch	100
Top Ten	102
Directory	104
Stuff & Nonsense	108
Dream On...	110
Subscriptions	112
Dream Moment	114

newscast

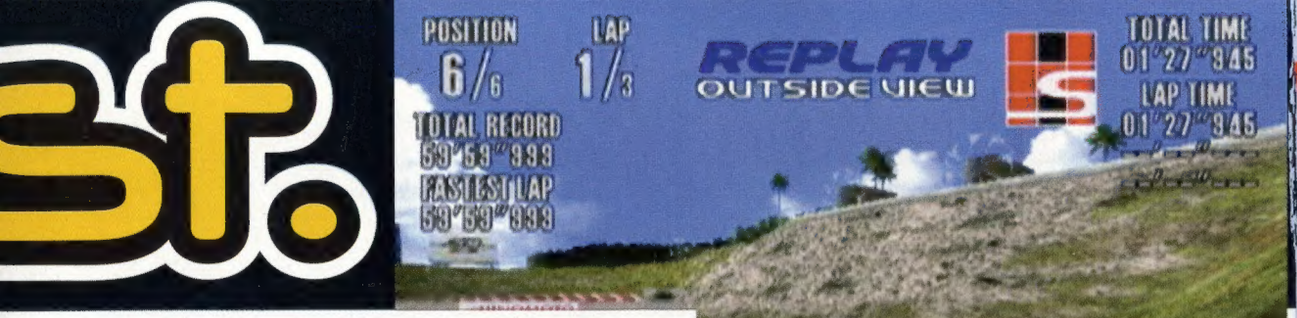
>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network

THE BIG STORY

Sega GT Hi
The Startin

Prepare for the drive of your life!



ts g Grid

"Sega's attempt to outdo Gran Turismo on the PlayStation."

One of the most anticipated Dreamcast launches of the year is the much talked about *Sega GT: Homologation*, which is seen as Sega's attempt to outdo *Gran Turismo* on the PlayStation. From what we've seen of the game, it looks as if Sega are onto a surefire winner. Just check out the screenshots on these very pages to see how saliva-inducing the game already is. Good looks aside, Sega is ensuring that the game itself is stuffed full of all essential vitamins and minerals that you would expect from a high quality racing simulator too.

Sega GT: Homologation is the fruit of two years intensive labour from Sega stalwarts Takeshi Nimura and Hideshi Tatsuno. And unlike the arcade-styled *Sega Rally 2*, it is a game which is very much a driving simulator, making it one of the most realistic driving games to grace any console. The courses are closed circuit affairs, unlike the point-to-point antics of *Sega Rally 2*, and are incredibly detailed, much in the same vein as Sega's other big driving game of the year, *Ferrari F355 Challenge*.

The gameplay revolves around a number of driving tests – like *Gran Turismo's* Licence mode – which you must complete in order to progress to the higher classes, where the real action takes off. Starting with an E-class limit of 1000cc's, you can progress all the way to the SA-class where you'll need all your wiles to keep up with the big boys on the track. It has been proclaimed that the game will feature a massive 200 cars, with at least ten manufacturers lending their licences to the game, including Honda, Toyota, McLaren and Mazda.

Naturally, the game will also include a garage-based mode where you will be able to tinker with all the parts of the cars, from fine tuning the engine and setting the brakes and suspension to your particular preference. With all this in mind, it's small wonder that *Sega GT* is being hyped so much. It is due for release in the UK during the spring, but watch for our review of the Japanese import next issue.

BIG ISSUES

Thumb directly to the biggest newspieces via NewsCast's guide to the biggest Dreamcast issues... get reading!

Power Stone 2

Capcom's ace beat-'em-up gets a sequel!

10

Crash and Spyro?

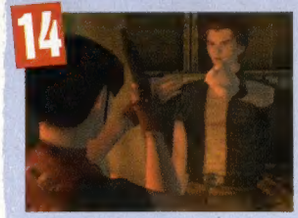
Dreamcast poaches PlayStation games?

13

Code: Veronica

It's here, it's unique and we've played it!

14



Soul Reaver

And you thought *Shadow Man* was dark?

16

Tony Hawk's

Skateboarding has never looked better!

17

continued>

continued

THE rumour mill

Castlevania Delayed Until Autumn

Konami in America has confirmed the delay of its highly anticipated *Castelvania: Resurrection* title until 3 September. No definite news as yet on a Jap or Euro release date.

Sega Secret Project

It was reported in a respected Japanese game mag that Sega Japan is preparing to announce a secret project in March. No official statement from Sega, but with *Virtua Cop 2* already confirmed, could it be another Saturn conversion?

Draconus Cult Of The Wyrm Wormed

Fans of dungeon bashing should keep an eye on *Draconus: Cult Of The Wyrm*, due for release in America on 5 March. It was supposed to be out earlier, but the developer needed the extra time, "To really polish things up."

Ogre Bashing On Dreamcast

The cult multiformat *Ogre Battle* series is coming to Dreamcast. Blending strategy and RPG elements, the latest instalment in the franchise, *Ogre Battle 64*, received rave reviews during its Japanese release last summer.

Optus Signs On To Dreamcast

Optus, the PlayStation developer behind such (never heard of) classics like *Depth* and *Groove Hell 5* has jumped ship to Dreamcast. No confirmation as to what form Optus's debut project is as yet.

More Death Crimson

The godawful *Death Crimson 2* is to get a sequel. Its developer/publisher Ecolé has hinted that after the development team has recovered from working on *DC2*, it will begin work on a sequel... we can hardly wait.

Sleeping (Jap) Satellite

Japanese Dreamcast owners will be able to download data direct from broadcast satellites through the Dreamcast Satellite Tuner. It is due for release later in the year... but why would you want to bother?

NEWS Get Stoned Again

Capcom Powers Up For A Sequel!

Fans of Capcom's excellent *Power Stone* – one of the Dreamcast European launch titles – will be pleased to hear that the publisher/developer is currently working on a sequel. *Power Stone* received universal rave reviews for its inventive 3-D spin on the beat-'em-up genre, but whilst it was a success in Europe and America, the game was not a commercial success in its home territory.

Undeterred, Noritaka Funamizu of Capcom Japan revealed in a Japanese game mag that he intends make the sequel one of its first Internet compatible titles (along with *Marvel Vs Capcom 2*). Running on the Naomi arcade board, a quick conversion is a dead cert, with the latest rumours hinting that it could be on our Dreamcasts as soon as the summer. However, it is unconfirmed whether Capcom is including *Power Stone* in its recently announced Capcom Communication Fighting Series of revamped Internet compatible Dreamcast titles, due for launch in Japan later this year. So far it has only confirmed special editions of *JoJo's Bizarre Adventure* and *Street Fighter III: W Impact*.

The original *Power Stone* won the annual CBS Software Toy Test in America during December. Over 15,000 kids put 75 games through their paces on PlayStation, Nintendo 64 and Dreamcast, with the overall surprise winner being Capcom's *Power Stone*. Nice one, Capcom!

HOT bytes COLD cuts

Sega Europe surprised us with review code of *Crazy Taxi* and *Virtua Striker 2*... probably the best Christmas present any of us received! Well, it beat the obligatory socks and pants anyway.

A copy of *Shenmue* finally arrived in the office, via our friendly local import shop. And thankfully, it looks as good as the hype. Check it out on page 20.

A bloody Christmas was had by all after the arrival of the demo disc for *Resident Evil Code: Veronica*, which was bundled in with the Japanese release of *Resident Evil 2* (or *Bio Hazard 2*, if you're being pedantic).

In spite of the fact that it is almost ready to hit the shelves in Japan, we still haven't had the chance to take *Sega GT: Homologation* for a test drive. Oh well, we'll just have to make do with the latest batch of screenshots.

Since none of the DREAMCAST MAGAZINE team have grasped the intricacies of the Japanese language, playing *Shenmue* has been somewhat like eating a slap up tea at Mrs Miggin's Pie Shop... but minus a sense of taste!

The obligatory Christmas present of socks and pants... although they did come in handy after a lengthy session with *Resident Evil Code: Veronica* stopped all domestic chores.

The Rumour Mill

Evolutionary Theory On NeoGeo

> The fun RPG *Evolution* has squeezed itself into the NeoGeo Pocket Color handheld console in Japan. Whilst *King Of Fighters* on the Pocket Color is compatible with the Dreamcast version, it hasn't been confirmed whether the PC *Evolution* will work with the DC one.

NEWS Eidos Takes The Mickey

The home of *Tomb Raider* has signed a three game deal with the home of Mickey Mouse. Eidos Interactive announced that is to develop and publish three games alongside Disney Interactive which will appear on Dreamcast.

The first game, *Walt Disney World Racing* is due for release in the spring, and a game tie-in with the forthcoming movie *102 Dalmatians* is to follow in the autumn. Unfortunately, there is currently no news on the third game.

"With this partnership, Eidos is delivering proven brand name titles to the exciting new Sega Dreamcast platform," stated Eidos's Mike McGarvey. We'll bring more news on the chap with the big ears as soon as we get it.

Virtua Cop Sets Its Sights On Dreamcast

One of the few classics on the ill-fated Sega Saturn was the company's conversion of its arcade hit, *Virtua Cop 2*. Obviously feeling that the game did not reach a significant audience (ie no-one actually bought the Saturn) Sega has decided to re-release it for the Dreamcast in Japan on 2 March. Budget priced at the equivalent of around twenty pounds, the repackaged game will understandably be improved over its Saturn ancestor, with the notorious polygonal glitches being axed for starters. A European release of such a classic Sega title will no doubt follow soon after.

NEWS

Also Available From Paragon Publishing

DVD Review ISSUE>9
ISSN: 1466-593X £3.99
See new films like *Austin Powers: The Spy Who Shagged Me* and *The Mummy* in all their glory on DVD. Officially the UK's biggest and best-selling DVD magazine, it's packed with all you need to know about DVD, what it does and how you can get it. Buy it now!

Total Game Boy Color ISSUE>6
ISSN: 1464-5909 £2.95
Christmas may be over, but *TGBC* is still in a festive mood! This 'post' Christmas special is packed to bursting with festive treats including bumper reviews for *Mario Golf*, *Earthworm Jim 2* and *Rugrats: Time Travellers* plus loads of compos to win some cool stuff!

Dreamcast Solutions ISSUE>2
ISSN: 1466-2390 £3.95
Your Dreamcast magazine collection isn't complete without a copy of Dreamcast Solutions! This issue has a complete special moves list to *Soul Calibur* plus walkthroughs for *Ready 2 Rumble Boxing*, *Toy Commander* and *Blue Stinger*.

Dreamcast Charts

magazine

> Dreamcast Magazine's regular spotlights on what's hot and what's not on the UK Dreamcast software scene. No change in the top two over the festive period.

This Month	Last Month	Game	Publisher	DM Score
1	1	Soul Calibur	Sega	94%
2	2	Sonic Adventure	Sega	90%
3	6	UEFA Striker	Infogrames	82%
4	4	Ready 2 Rumble	Sega	80%
5	7	Sega Rally 2	Sega	91%
6	–	Fighting Force 2	Eidos	74%
7	–	Worms Armageddon	Hasbro	73%
8	5	House Of The Dead 2	Sega	81%
9	8	WWF Attitude	Acclaim	41%
10	–	Toy Commander	Sega	88%

Sonic Team Secrets

Are you a proud owner of *Sonic Adventure*? Do you also own a PC or Apple Mac computer? Then it will be worth your while knowing that the game GD-ROM also holds a number of character art pieces, which you can decorate your computer's desktop with.

And *Sonic Adventure* is not the only one... Dreamcast Magazine inserted the GD-ROMs of *Chu-Chu Rocket!* and *Shenmue* in one of our Macs to find a selection of excellent desktop patterns. This is not a particularly new move on Sega's part as, for example, Sonic Team's *Burning Rangers* on Saturn also had a collection of desktop patterns and audio files for PC owners to tinker with.

continued

news lap

THE BIG STORY

Capcom's Comic Caper Continued

Konnichiwa! Our monthly Japanese news reports are brought to you by our special correspondent, Tomomi Yu.

Whilst the original Marvel Vs Capcom has been dogged by continual delays in Europe, Capcom over in Japan has already begun work on a follow-up. Arriving in arcades during the spring, *Marvel Vs Capcom 2: New Age Of Heroes* will be ported over to the Dreamcast shortly after. As well as a host of characters from the original, *Marvel Vs Capcom 2* will also feature serveral new ones, like Ruby Heart and Hayat.

Also, Capcom is promising that beat-'em-up fanatics will be able to indulge in three-on-three battles, rather than the two-on-two option provided in the original. Oh, and you can expect the usual outrageous combos, and it will also be one of the first games from Capcom to incorporate the Dreamcast's Internet capabilities. Meaning that this title could feasibly allow you to beat-up someone down your modem line... imagine that!

We gave *Marvel Vs Capcom* 91% and our coveted Ultra award in our last issue, declaring it as a, "Near-perfect arcade conversion with plenty of extras on the side." Suffice to say, we expect great things from the sequel.

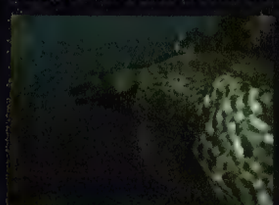
Konami Kicks Off

If you feel that the likes of *Worldwide Soccer 2000* and *UEFA Striker* did little to feed your soccer fix, then take comfort from the revelation that Konami is developing a soccer title for the Dreamcast. Although it has yet to be officially confirmed, it is highly likely to be an extension of the critically-acclaimed *International Superstar Soccer* franchise, which has gone down a storm on PlayStation and Nintendo 64. The reason for the soccer series' success? In spite of it lacking an official licence, ISS allows configuration obsessives to play with an obscene amount of options, alongside some sublime graphics and animation. Expect to join the chanting stadium crowds during the summer.

"Gojira"

The Return Of Godzilla

One of the shining dog turds in the Japanese Dreamcast launch software firmament was the godawful *Godzilla Generations*. This twenty-storey monstrosity looked fine and dandy in the pre-publicity screenshots, as well as in concept (ie. you play the part of Godzilla and smash, trample, burn and breath on anything in your path), but in execution it was... well, crap! However, that hasn't stopped the arrival of a sequel, called *Godzilla Generations: Maximum Impact*. Is it just as bad as its predecessor? Hmm, probably, but come back next issue for our review. Here's hoping that they've included Godzooky as a playable character this time around.



Pocket Full Of Soul

As a reward for *Soul Calibur* notching up a million worldwide sales, Namco has released four downloadable mini-games on its official Web site. In the first game, *Xianghua's Text Adventure*, you must take a number of different paths, whilst in the second game you must save the likes of Astaroth and Lizardman from inside a cannon. The third game stars, amongst others, katana-swinging Mitsurugi, and is puzzle-based. The final game features Marilyn Manson-alike Voldo, who you must navigate through a screen full of flying objects to reach the treasure on the other side. These mini games are only accessible to Japanese audiences at the moment (particularly since they use the Japanese language extensively) but European audiences are sure to see translated versions shortly.

rld

DREAMCAST MAGAZINE scours the globe for yet more of the latest hot gossip and rumours from Japan, America and... Brazil?

US news

Dan Francisco digs deep to bring you the latest news from the US of A.

Anyone For Smashing Tennis?

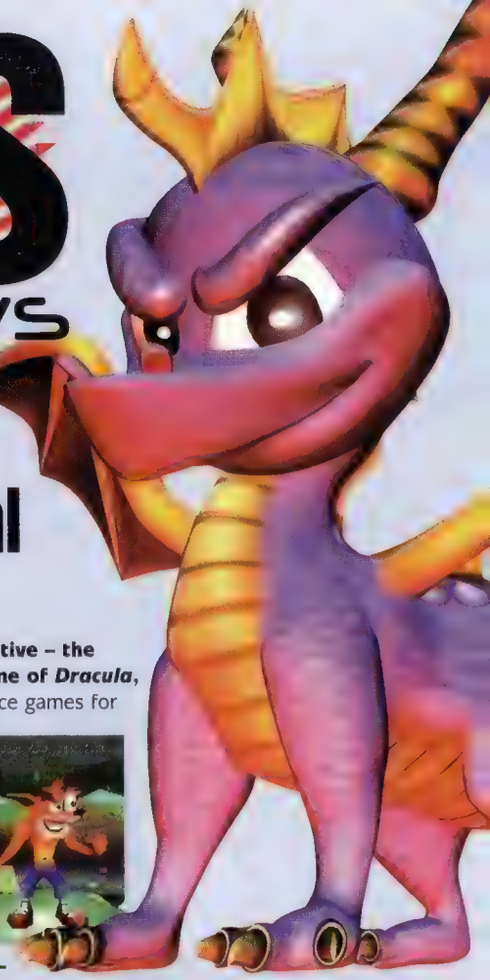
Sega has confirmed that its Naomi board arcade game, *Power Smash Tennis*, will port over to the Dreamcast sometime in the next few months, and will be an improvement on the arcade version. Among these improvements will be the inclusion of more real-life players, like Jim Courier, Mark Phillippoussis, Cedric Pioline, Carlos Moya and our very own Tim Henman. What, no Anna Kournikova? However, there will also be a choice of courts from around the world for you to bash furry balls across, including England, America and France. Sounds smashing.

Calling All Horsey Types

Just when you thought that Japanese game developers couldn't get any wackier, they come up with a game which is as ridiculous as it is genius (although it is still not quite as daft as Sega's *Typing Of The Dead*). After having much success with its Let's *Make A Pro Baseball Team* – which only Stu is eager to get to grips with – General Entertainments is hard at work on *Let's Make A Derby Stallion Racer*. The aim of the game is to train a horse and enter it into online races against other horses. Equestrian eggheads will be under starter's orders this summer.

Konami's Universal Monster Mash

Konami has teamed up with Universal Interactive – the videogame arm of Universal Pictures, the home of *Dracula*, *Frankenstein* and *The Mummy* – to develop and produce games for Sega, as well as Sony and Nintendo. This could feasibly mean that Universal Interactive's biggest PlayStation hits, *Crash Bandicoot* and *Spyro*, could soon be appearing on your Dreamcast. Sonic had better watch out, as he could have some serious rivals in the cute cartoon character stakes.



Eidos To Go Berserk?

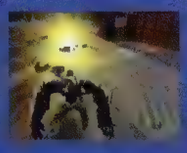
With ASCII's *Berserk* causing somewhat of a bloody mess over in Japan, it's special brand of sword wielding mayhem has generated a mad scramble to get the Western World publishing rights. Rumour has it that Eidos Interactive has won the battle, a story that the publisher is reluctant to confirm or deny. However, the battle lines have been drawn, and a victor should emerge from the decaying publisher corpses next month – the news of a European publisher should also be confirmed by next month.

Import Charts

What's hot and what's not on Dreamcast in Japan and America? Dreamcast Magazine has sniffed out each territories most popular games for your delectation.

This Month	Last Month	Game	Publisher	DM Score
1		[illegible]	Sega	–
2	–	Virtua Striker 2	Sega	78%
3		[illegible]	Capcom	77%
4	–	Chu Chu Rocket!	Sega	92%
5		[illegible]	Sega	88%

This Month	Last Month	Game	Publisher	DM Score
1	–	[illegible]	Capcom	79%
2	–	Test Drive 6	Accolade	84%
3		[illegible]	Atari	–
4	–	Soul Calibur	Namco	94%
5		[illegible]	Accolade	–



Brazil News

Brazil Nuts About Videogame Violence

The Justice Ministry in Brazil is currently processing a motion to ban violent videogames. This is in light of the San Paulo massacre in November, where three people were killed and eight others were wounded by a 24-year-old man. So, which of the latest videogame titles have been blamed for this crime? Is it the weapon-wielding *Soul Calibur*, the bloodthirsty *House Of The Dead 2* or perhaps the flesh-eating angst of *Resident Evil 2*? Er, no actually. Bizarrely, the Justice Ministry has targeted archaic games like *Doom*, *Duke Nukem*, *Mortal Kombat*, *Requiem*, *Blood and Postal*.

continued

PC DC PC Games Heading For Dreamcast

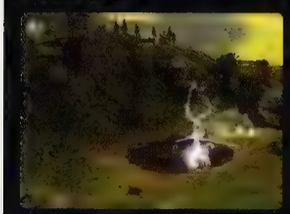
BLACK & WHITE

Guilty Parties:
Lionhead Studios/EA

What's it all about?:
In a nutshell, good and evil. You choose one of three 200 foot tall monsters (ape, cow and tiger) and basically teach them about life within a gorgeously rendered 3-D world. There are also eight different tribes vying for the honour of worshipping you, and the decision is yours regarding whether you'll be a benevolent or evil god. Finally, there's the free online *The Gathering* download option where you can 'chat' with other wannabe deities.

When's it coming?:
The PC game has finally been confirmed for an April release, and Lionhead Studios is apparently keen to convert *Black & White* to Dreamcast. However, since its publisher, EA, is still reluctant to commit to the platform, there's no official launch window.

The Bottom Line:
Basically an adult *Pokémon*, but with bigger monsters... much bigger.



PRINCE NAZEEM BOXING

Guilty Parties:
Codemasters

What's it all about?:
Arrogant, but a darn good boxer, the self-proclaimed Prince has cut a swathe through the boxing world with his unique fighting styles (all five, in fact). Less tongue-in-cheek than *Ready 2 Rumble*, *Prince Naseem Boxing* will feature three different gameplay modes: Arcade, World Championship, and Career.

When's it coming?:
Codemasters has only just confirmed that it is developing software for Dreamcast (see last issue's NewsCast), and is due to announce any day now which titles will form its initial barrage. Since *Naseem Boxing* is being developed on PC, a straightforward conversion is a dead cert. However, the game has been dogged by delays for over a year now, so don't hold your breath.

The Bottom Line:
The Boxing Artist Currently Known As Arrogant Twonk.

UPDATE

Resident Evil Code: Veronica

Dreamcast-exclusive survival horror spills its guts!

The release of *Resident Evil 2* in Japan gave Capcom the opportunity to further fuel the hype for its Dreamcast-exclusive extension of the franchise – *Resident Evil Code: Veronica*. A demo GD-ROM offering an initial hour of gameplay was bundled in with *Resident Evil 2*, and to be honest, it was the only reason we pegged it down to our local import store on Christmas Eve (the day it was released) rather than head straight to the pub.

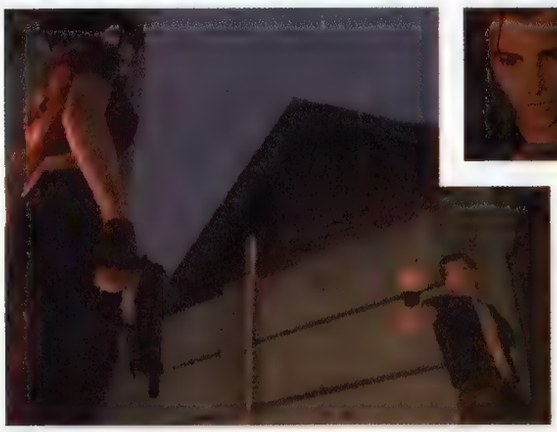
Whilst the essential gameplay elements are the same as previous instalments (a case, then, of if it ain't broke...) Capcom has wisely utilised the Dreamcast's tech specs to its advantage. The astounding intro FMV set our collective jaws to the floor, being quite simply the best example of this art form that we have ever seen. Depicting Claire Redfield's escape from the Paris HQ of the Umbrella Corporation, this beautifully produced action sequence could easily have been directed by Hong Kong action guru, John Woo. But that's not to say that the in-game graphics are shoddy in comparison. Oh, no.

Dream Product Of 1999

> *Business Week Magazine* has heralded the Dreamcast with the honour of being named as one its Best Products Of 1999. The console was joined by 29 other products, spanning the technology industry... so, not a bad achievement, really!

Thunderbirds Are Go!

> Developer SCI has announced that it has bought the rights to produce games for the phenomenal Sixties Gerry Anderson show, *Thunderbirds*. Chief Executive of SCI, Jane Cavanaugh, said that: "*Thunderbirds* will translate into the ultimate gameplay experience and is perfectly suited to the arrival of next generation consoles and gaming via the Internet."



Dreamcast owners can take comfort from the fact that *Shenmue* isn't the only game on the release schedule which features realistic facial animation, textures and dynamic light-sourcing. We spent far too much time using Claire's cigarette lighter just to see how the light affected Claire and her surrounding environment... it is nothing short of breathtaking.

We'll have more info and stacks of exclusive screenshots on *Code: Veronica* in next issue's in-depth exposé of the *Resident Evil* franchise. Be afraid... be very afraid!

infoburst

Extra information

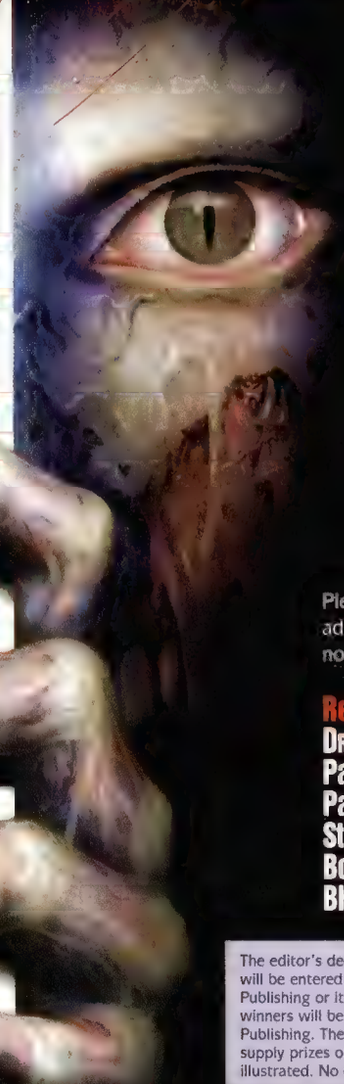
- The events of *Code: Veronica* take place three months after *Resident Evil 2*.
- A two minute trailer for the full game is your reward once you complete the hour demo.
- Rumour has it that *Code: Veronica* will also give you control of Leon from *Resident Evil 2*.
- There are five small Resi Evil puzzles for you to decipher in *Code: Veronica* (like finding the right key to unlock a door).

competition

WIN! Win copies of Resident Evil 2 and tickets to the London Dungeon

Evil is Coming...

Scary stuff we think you'll agree. In fact we're so scared we're giving eight copies of the game away and three pairs of tickets to London's scariest attraction, the London Dungeon, courtesy of Virgin Interactive. The first three names drawn will win a copy of *Resident Evil 2* and a pair of tickets to the attraction while five runners-up will each receive a copy of the game to take home and be scared to death by.



So what do you have to do to win one of these great prizes? Simply tell us the name of the new, Dreamcast-only *Resident Evil* game.

Is it:

(a) Resident Evil: Code Julia
(b) President Evil: Code Fiona
(c) Resident Evil: Code Veronica

Please send all entries, with your address, to the following address no later than 1 March 2000.

Resident Evil Competition
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

continued >

continued

Software Release Schedules

UK Release Schedule

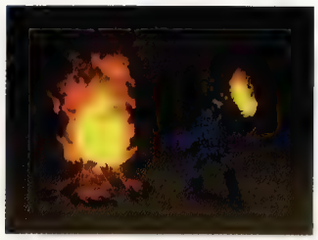
Title	Date	Publisher
Tee Off Golf	28 Jan	Acclaim
Resident Evil 2	28 Jan	Virgin
Roadsters	28 Jan	Virgin
Marvel Vs Capcom	Jan	Virgin
Zombie Revenge	11 Feb	Sega
Slave Zero	18 Feb	Infogrames
Crazy Taxi	25 Feb	Sega
Evolution	25 Feb	Ubi Soft
Rainbow Six	Feb	Sega
MDK 2	Feb	Virgin
Toy Story 2	3 Ma	Activision
NBA 2000	3 Mar	Sega
Red Dog	3 Mar	Sega
Legacy Of Kain: Soul Reaver	10 Mar	Eidos
ECW	Mar	Acclaim
Dragon's Blood	Mar	Virgin
Rayman 2: The Great Escape	Mar	Ubi Soft
Heroes Of Might & Magic III	Spring	Ubi Soft

Japanese Release Schedule

Title	Date	Publisher
Crazy Taxi	27 Jan	Sega
Undercover AD2025 Kei	27 Jan	Pulse
Roommania #203	27 Jan	Sega
Sentimental Graffiti 2	27 Jan	Sega
Resident Evil Code: Veronica	3 Feb	Capcom
Magnetic NiuNiu	3 Feb	Genki
Pop N' Music 3: Append Disk	10 Feb	Konami
Dance Dance Revolution 2nd Mix	17 Feb	Konami
Sega GT: Homologation Special	17 Feb	Sega
Dee Dee Planet	24 Feb	Sega
Sakura Wars Drama Volume	24 Feb	Sega
Carrier	24 Feb	Jaleco
Golem No Maigo	24 Feb	Caramel Pot
Virtua Cop 2	2 Mar	Sega
Bikkuriman 2000	16 Mar	Sega
Puzzle Bobble 4	16 Mar	Cyber Front
NBA 2K	23 Mar	Sega
Spirit Machine Rayblade	23 Mar	Sega
Sentimental Graffiti 2	23 Mar	Sega
Vigilante 8 2nd Offense	23 Mar	Sega
Lake Master Pro Dreamcast Plus	23 Mar	Sega
Hello Kitty Sound Mail	23 Mar	Sega
Escape	23 Mar	Sega
The Typing Of The Dead	30 Mar	Sega
Bird Cage Kapitel 4	30 Mar	Sega
World Neverland 2 Plus	30 Mar	Sega
Ganyagen Boy S	30 Mar	Sega
Professional Mahjong Pole D	30 Mar	Sega
Advanced War Strategy DC	30 Mar	Sega
Marvel Vs Capcom 2: New Age/Heroes	Mar	Sega
Gunbird 2	Mar	Sega
King Of Fighters '99 Evolution	Mar	SNK

US Release Schedule

Title	Date	Publisher
Crazy Taxi	1 Feb	Sega
Wild Metal	1 Feb	Take 2
Rainbow Six	2 Feb	Sega
Sega Sports NHL 2000	2 Feb	Sega
Espionage Agent	2 Feb	Tommo
Deep Fighter	16 Feb	Ubi Soft
Toy Story 2	16 Feb	Activision
MDK 2	16 Feb	Interplay
Space Invaders	16 Feb	Activision
Rayman 2	16 Feb	Ubi Soft
ECW	18 Feb	Acclaim
Dead Or Alive 2	18 Feb	Tecmo
Dark Angel: Vampire Apocalypse	23 Feb	Metro 3-D
Striker Pro 2000	Feb	Infogrames
JoJo's Bizarre Adventure	Feb	Capcom
I-Spy Operation Espionage	Feb	UFO
Street Fighter Alpha 3	Feb	Capcom
Plasma Sword	Feb	Capcom
Climax Landers	Feb	Sega
Monster Rancher	3 Mar	Tommo
Draconus: Cult Of The Wyrm	5 Mar	Crave
Gauntlet Legends	15 Mar	Midway
Resident Evil Code: Veronica	Mar	Capcom
Tech Romancer	Mar	Capcom
Monster Breeder	Mar	UFO



PREVIEW

Legacy Of Kain: Soul Reaver

Information

Publisher	Eidos
Developer	Crystal Dynamics
Players	1
% complete	95%

Mar

anticipation rating eighty-five percent

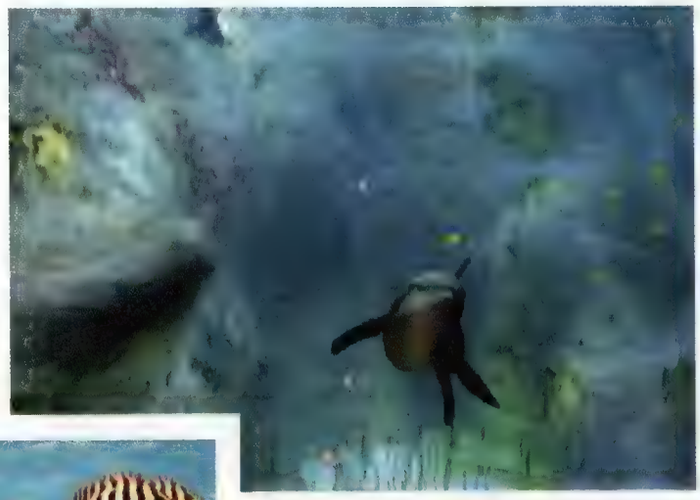
With *Legacy Of Kain: Soul Reaver* joyfully coming to Dreamcast at the end of March, Eidos has informed Dreamcast Magazine of some the improvements we can expect to see. Although the game is fundamentally the same as the PC and PlayStation versions, it will be technically superior in every respect.

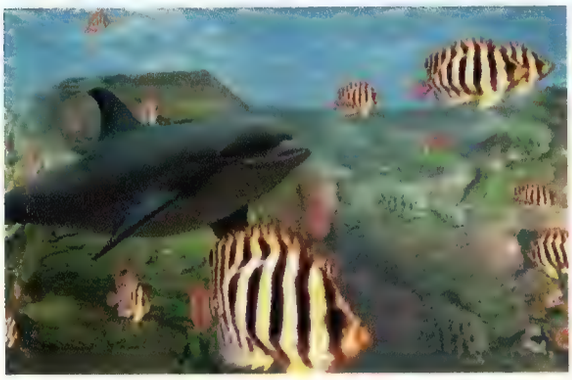
It is set to run at a constant 60fps, as opposed to 25fps on the PlayStation, and all the characters and environments will be rendered at a much higher resolution, making it crisper and clearer. A cursory glance at the surrounding screenshots will confirm that *Soul Reaver* on Dreamcast will be the definitive version of Eidos's excellent 3-D adventure puzzler. A full review will appear in the next issue.

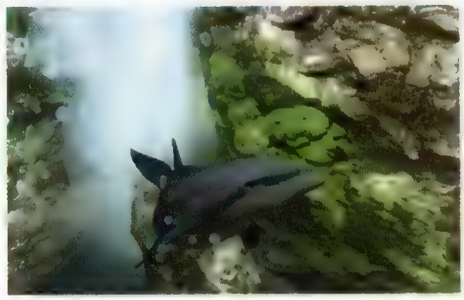
UPDATE

Ecco's Looking Flippin' Fantastic!

With *Ecco The Dolphin: Defender Of The Future* having now escaped from Sega's tuna net of rumour and gossip, a whole new load of screenshots have surfaced at DREAMCAST MAGAZINE. The game is currently pencilled in for European release on 7 April, but considering that Sega Europe hasn't been particularly forthcoming about the game, this could easily change. As a result, little is known about the gameplay itself other than it is obviously shaping up to be another stunning visual showcase for the Dreamcast.





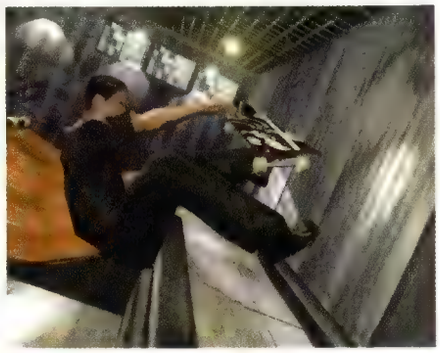


Tony Hawk's Radical Dream

DREAMCAST MAGAZINE broke the exciting news last issue that the excellent PlayStation title, *Tony Hawk's Skateboarding*, is coming to Dreamcast. We have now heard that its original publisher, Activision, will not be handling the Dreamcast version, but that Crave Entertainment has wisely snaffled the rights. The retitled *Tony Hawk Pro Skater* is due for release sometime during the summer, and visually looks leagues ahead of the PlayStation original, as well as being the first version to incorporate a four-player mode.

"The Dreamcast version will take full advantage of the system's features, including highly enhanced graphics and four-player split-screen play," proclaimed Crave's Holly Newman. DREAMCAST MAGAZINE will bring you a full preview next issue.

NEWS



Dream casting

> Ever fancied yourself as a Hollywood movie mogul? If you had to produce a film based upon your favourite Sega videogame, who would you cast? DREAMCAST MAGAZINE cracks open the celluloid with *Soul Calibur: The Movie*.

The Pitch

The globe-spanning epic adventure tale that serves as the backstory for the game is ideal fodder for a popcorn-chomping cinema audience. Filmed in such exotic locations like southern Spain, Italy, Germany's Black Forest, Japan and the Scottish Highlands, *Soul Calibur: The Movie* will be a location manager's nightmare.

Cervantes De Leon (Sean Connery)

Ex-Bond Sean Connery has had previous experience playing a Spaniard, alongside Christopher Lambert in *Highlander*. If look hard enough at *Soul Calibur*, you could almost believe that Namco based Cervantes on Connery in the first place.

Siegfried/Nightmare (Brad Pitt)

'Pretty boy' Pitt has the blonde locks, the physique, and the emotional intensity to pull off the schizoid Siegfried and his twisted alter ego, Nightmare. Check out *Kalifornia* and *Fight Club*.

Sophitia (Sarah Michelle Gellar)

Known to millions as Buffy The Vampire Slayer, our girl Gellar looks great in a mini-skirt, but can she handle a big meaty sword?

Heishiro Mitsurugi (Mel Gibson)

Combining his performances in *Lethal Weapon* and *Payback*, the gravel-voiced Gibson would make the perfect lone warrior, bound by honour and duty.

Ivy Valentine (Kate Winslett)

English-rose Kate certainly has the acting ability but, to be honest, we just want to see her in Ivy's kinky get-up.

Taki (Michelle Yeoh)

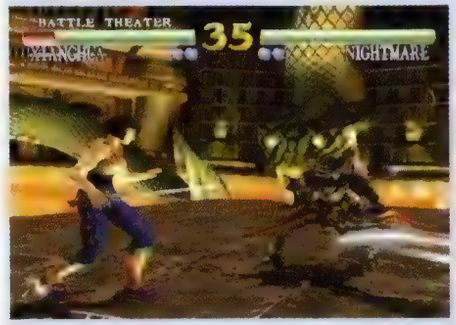
Following her scene-stealing performance in *Tomorrow Never Dies* and countless Hong Kong action movies, Michelle will be no stranger to the demands of a physical film shoot.

Rock Adams (Wolf)

The meat-necked veteran of *Gladiators* has all the necessary qualifications to play Wolf – he's built like a brick craphouse. He's also appeared in a Ken Russell movie as well... which he's probably trying to put behind him.

Voldo (Marilyn Manson)

Already used to wearing bizarre S&M garb, controversial rocker Manson has that all-important lanky and emaciated look that Voldo aspires to.



continued

Crazy Taxi

It's crazy, like Patrick Swayze! The arcade perfect conversion was one thing, but trying to crack those damn infuriating Crazy Boxes brought pre-Christmas work in the office to a standstill. Fights also ensued when 'colouring-in boy' Trent sussed most of the Boxes, and 'dead boy' Alex kept knowledge of a special speed boost to himself.

Shenmue

Apart from the outstanding visual splendour and avant-garde design, there is another very good reason why we've been spending an obscene amount of time with *Shenmue*. And that's because our Japanese is crap! We've been flying blind, navigating our way through the stunningly rendered streets... and enjoying every minute of it!

Chu Chu Rocket!

Along with *Crazy Taxi*, this game is guaranteed to put a smile on yourself during the last of the long winter nights. Cute, garish and addictive, Sega Europe better get off its Chu Chu and get this little beauty over here asap... this is the kind of Dreamcast game that anyone can play (and will love to in the process).

Resident Evil Code: Veronica

Stuff *Shenmue*! The big game on Dreamcast for 2000 (as far as Stu's concerned anyway) is *Code: Veronica*. Extensive play-testing of the demo bundled with the Japanese release of *Resident Evil 2* took the team to new levels of survival horror. Check out page 14 for our initial preview, and come back next issue for our big feature.

Sega GT: Homologation

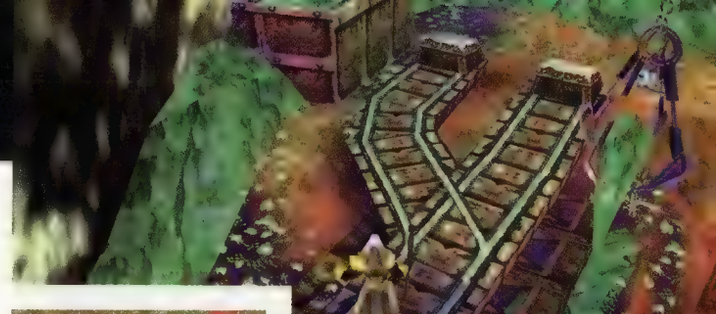
Well, you've seen the screenshots for yourself on page eight... finished drooling yet? After the disappointing *Sega Rally 2*, the house of Sonic owes the Dreamcast faithful a serious racing experience to rival PlayStation's Gran Turismo. Looks like this beauty could be it. We'll review the Jap version in issue six.

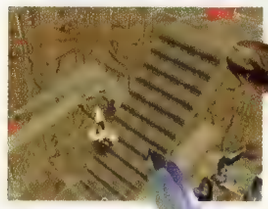
Castlevania: Resurrection

Still no news from Konami Europe whether or not *Resurrection*, the umpteenth installment in the Castlevania series, will appear over here. However, the latest news Stateside is that the game has been delayed until 3 September. Oh well, the more time spent in development, the better it will be... right?

UPDATE

Gauntlet Legends





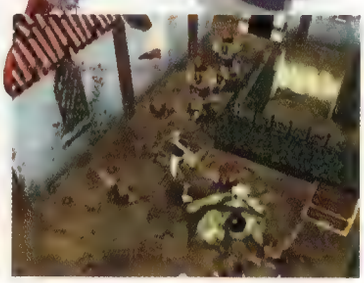
Sharpen up your battle axes, as this summer will see the return, and subsequent glossing up of, an arcade classic. The four adventurers who made many a child happy in during the mid-Eighties – Warrior, Valkyrie, Archer and Wizard – from Atari's dungeon hacking *Gauntlet*, are making a welcome 3-D appearance in *Gauntlet Legends*.

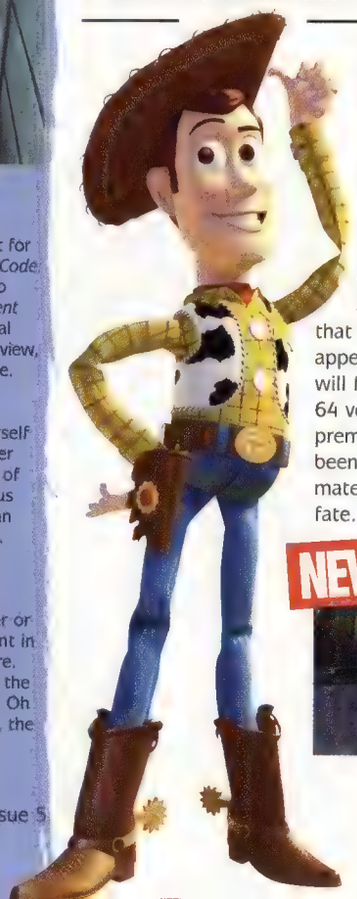
Once again evil has spawned from the underworld via a magical portal allowing the nefarious Skorne to bring his hordes of creatures to the peaceful realms of the living world. As one of nine characters (yes, that does mean there are a couple of new ones created for this remake) you must bring peace back to the land by defeating Skorne and his army of evil, as well as finding the rune stones to shut the portal again.

The action takes place across seven kingdoms and 46 levels, all of which must be cleared of any evil festering in their fetid cracks (oo-er!) All the thrilling gameplay of the arcade machine is promised, and the Dreamcast version will also feature other modes of play apart from an arcade-perfect conversion.

"The [Dreamcast] port has taken us about three months and is about 85% complete," said producer Phillip Swett. "We will also be including the Desert and Forest worlds, that were not available on the N64 conversion."

"Dreamcast *Gauntlet* has a definite niche. We offer co-operative four player gameplay with action\adventure, hack n' slash, and puzzle elements. Not to mention a strong character base, well themed worlds and an excellent back story."





Toy Story 2

With *Toy Story 2* already gracing other lesser consoles, Activision has at last officially confirmed that Buzz, Woody and their plastic pals will be shortly making an appearance on the Dreamcast. The game, released during March, will fundamentally be the same as the PlayStation and Nintendo 64 versions although, of course, it will be graphically superior. The premise of the game, as in the film, is to find Woody who has been toyknapped by the evil toy collector Al. With Buzz and his mates in tow, it is down to you to rescue Woody from his fate... and it should be great fun in the process.

NEWS

Shadow Man™ and Acclaim ® © 1999 Acclaim Entertainment. All Rights Reserved. Nintendo®, Nintendo 64 and ® are trademarks of Nintendo Co., Ltd. "PC" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.

rumour mill

King Of Fighters Returns

King Of Fighters '99: Evolution from Evolution is due for release in Japan during March. The retro 2-D graphics are set for an overhaul, with SNK promising a fully 3-D experience, as well as online capabilities.

continued

SEGA Timewarp

In our regular Sega retro feature, DREAMCAST MAGAZINE turns back the clock to November 1995 and issue 51 of Paragon Publishing's *Sega Pro* magazine.

It wasn't all Dreamcast you know! The house of Sega built up an enviable reputation during the early-mid Nineties with its 8-bit Master System and 16-bit Mega Drive. It was also during 1995 that Sega's next big console hope arrived on the scene... the Saturn. Ahem! Yes, well, everyone makes mistakes sometimes.

Yesterday's News

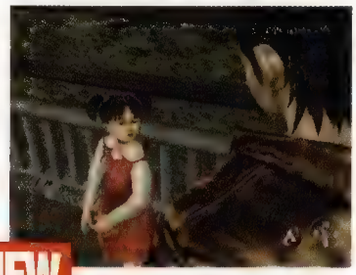
What was the hot gossip in November 1995? Well, the biggest story for Sega fans to come out of ECTS '95 was Acclaim's announcement that it would develop games for the Saturn. In fact, the company remained one of the ill-fated console's biggest supporters. Whilst the biggest piece of the misinformation was the revelation that *Star Wars: Shadows Of The Empire* was coming to Sega... luckily, that excerable cash-in ended up gracing the Nintendo 64.

Yesterday's Games

Micro Machines '96: Turbo Tournament on the Mega Drive was the cover game this month, with Sega Pro declaring that it was "an incredibly playable game which sets itself apart from other racers." With Codemasters now committing to Dreamcast, an all-new Sega *Micro Machines* appearance is shaping up to be a dead cert. Another Sega Pro favourite was *Theme Park* on the Saturn, which notched up 92% with the claim that it was "as good as the PC version, if not better."

Top Of Yesterday's Pops

UK gamers were mostly playing *Brian Lara Cricket*, *FIFA Soccer '95* and *Theme Park* on their Mega Drives, and *Bug!*, *Virtua Fighter Remix* and *Street Fighter: The Movie* on their imported Saturns.



PREVIEW

Shenmue

Import Copy Put Through Its Paces

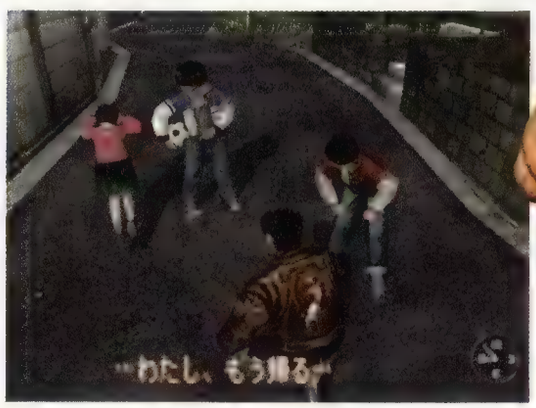
Well, it is finally in the office. Arriving special delivery the day before New Year's Eve, our collective fingers were trembling as we undid the shrink-wrapping on the presentation box for Sega's *Shenmue*. The three GD-ROM experience has, on the technological front, proven to be as good as the hype. However, the fact that it heavily relies on verbal interaction between the characters you meet (in Japanese, of course), means that we've only been getting half an experience.

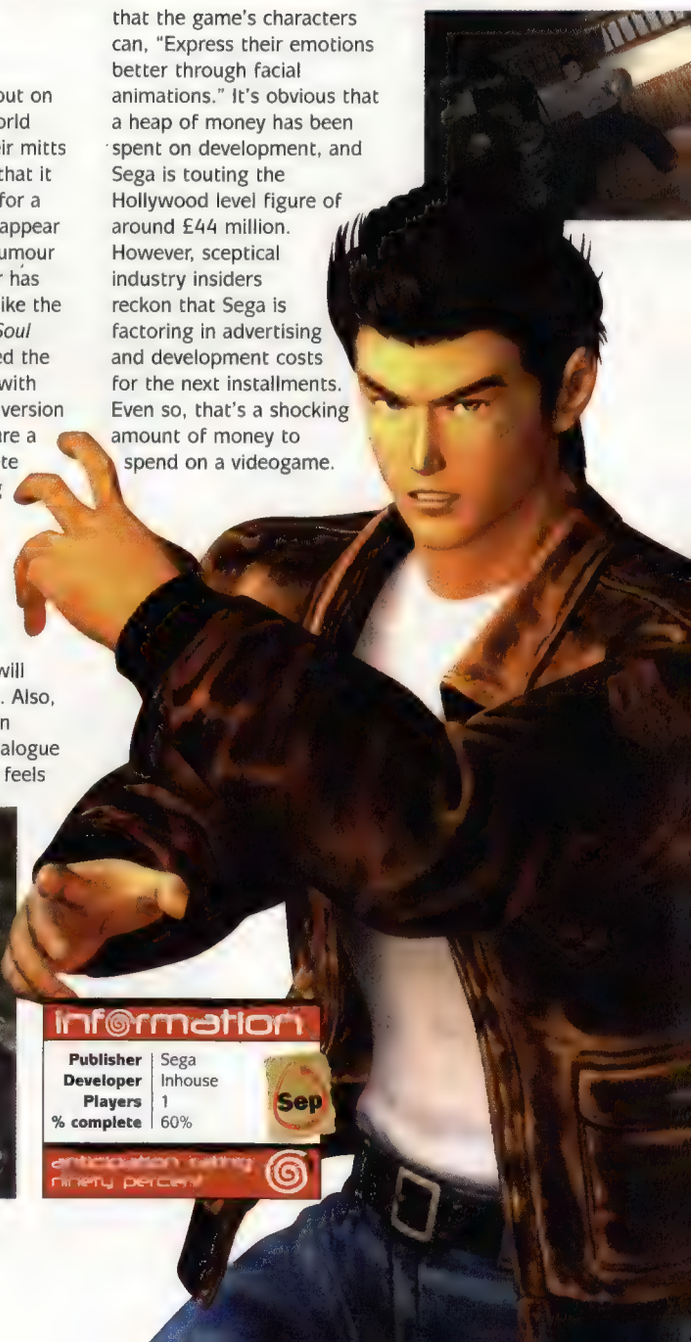
So, after much deliberation, we've decided not to run a review as such in our Japanese reviews section. Giving a percentage mark on a game which we only half understand would have been a tad, well, unfair on you crazy kids. That said, what we will give you, is an extensive preview come guided tour of the game in our next issue.

Shenmue September?

Sega America spoke out on when the Western World could feasibly get their mitts on *Shenmue*, stating that it would be impossible for a translated version to appear before the autumn (rumour has it that September has been earmarked). Unlike the European version of *Soul Calibur*, which retained the Japanese speech but with subtitles, the English version of *Shenmue* will feature a new soundtrack replete with English-speaking voice actors.

As for future installments of *Shenmue*, its developer Yu Suzuki, has stated that chapters two to five will arrive as one package. Also, there will be less of an emphasis on verbal dialogue interaction, as Suzuki feels that the game's characters can, "Express their emotions better through facial animations." It's obvious that a heap of money has been spent on development, and Sega is touting the Hollywood level figure of around £44 million. However, sceptical industry insiders reckon that Sega is factoring in advertising and development costs for the next installments. Even so, that's a shocking amount of money to spend on a videogame.





information

Publisher	Sega
Developer	Inhouse
Players	1
% complete	60%

Sep

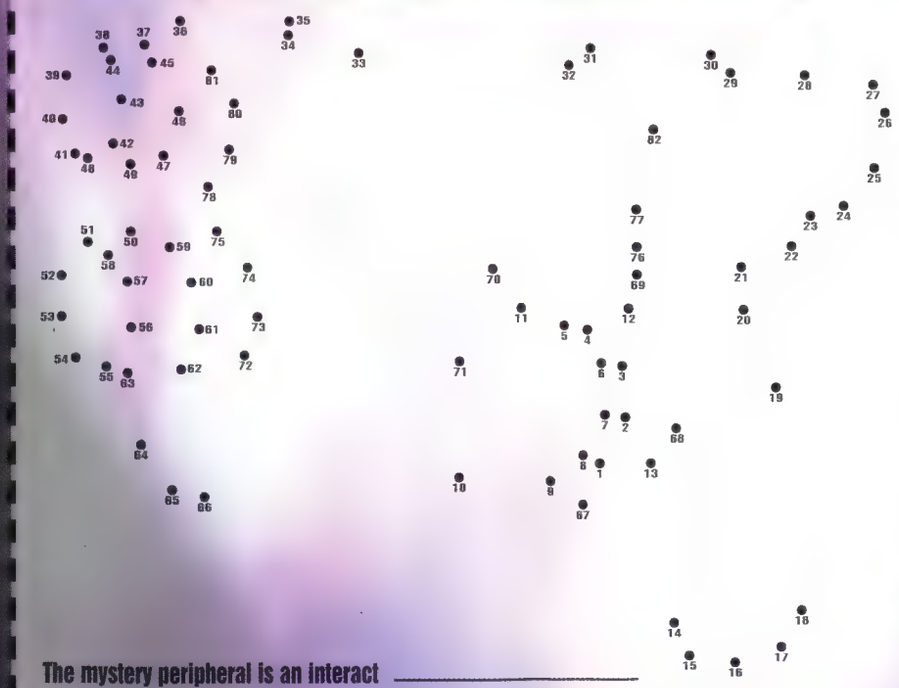
anticipation rating ninety percent

competition

WIN!

Interact Peripherals For Your Dreamcast

As ever Dreamcast Magazine brings you the best competitions. This month we give you the chance to hit out your Dreamcast the way it was meant to be. We've teamed up with peripheral manufacturers Interact to offer you the chance to win loads of goodies. We've got 10 Radius Steer Pads, 10 Astropads, 10 Quantum Fighter Pads, 5 Turbo Light Blasters, 10 Standard Memory Cards and 10 Expanded Memory Cards to giveaway to you lucky readers. In fact our lucky reader will receive one of each of the prizes (next [illegible]) while a total of [illegible] runners-up will receive one of the [illegible]



The mystery peripheral is an interact _____

To win one of these great prizes and catapult yourself into Dreamcast heaven, all you have to do is join up the dots and tell us what peripheral is hiding away. Simple, huh?

Name .....

Address .....

.....

.....

.....

.....

Postcode .....

Tel .....

Please send all entries, with your address, to the following address no later than 1 March 2000.

Interact Competition
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsers Interact may not enter. The winners will be available in writing from Paragon Publishing. The sponsers reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

forecast

latest games previewed

web site | www.ubisoft.co.uk

Ray

Rayman bounds

Have you ever wanted to become a cartoon character? You have? Well, you're just the kind of looney tune nutter that Ubi Soft has in mind with its interactive cartoon, *Rayman 2: The Great Escape*.

gameplay highlight

One of the best things in *Rayman 2* is the number of mini-games on offer.

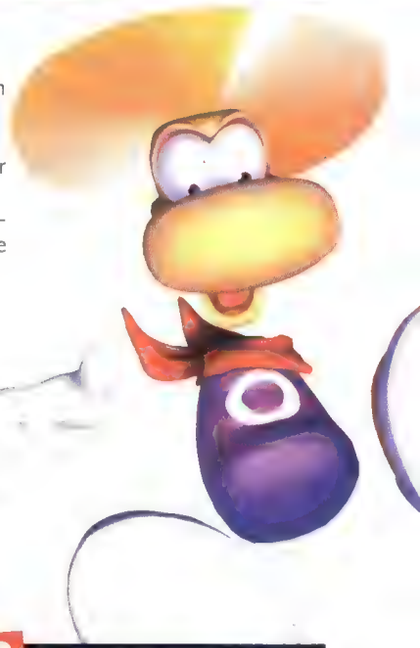
Of Light

onto Dreamcast

Anyone who has owned any console other than the Dreamcast in the past couple of years will no doubt be aware of the limbless wonder that is Rayman. The French cult hero has notched up a succession of platform hits on PlayStation, Nintendo 64 and Game Boy Color, and now it's the Dreamcast's turn, with the forthcoming release of *Rayman 2: The Great Escape* in March.

The question of exactly what kind of species Rayman actually is will keep any self-respecting biologist up all night. However, we do know that this Tex Avery-inspired character has the potential to be the cartoon superhero for the 21st Century. Regardless of where the inspiration for Rayman came from, just be thankful that it is here, as in our humble opinion, *Rayman 2* is a serious contender for the Best Platform Game Ever award, and easily has the potential to be the greatest platformer on Dreamcast.

The story for *Rayman 2: The Great Escape* owes nothing to the Steve McQueen, motorcycle stunt-riding, war movie of the same name, but follows on directly from the original *Rayman* game. Our quiff-equipped hero arrives home to discover something amiss. Intergalactic Robo-Pirates have invaded Rayman's homeworld, enslaved all his mates and carted them off to a galactic circus... which is nice. If this isn't enough to disrupt our hero's day, the tin-plated cousins of Long John Silver have also shattered the planet's magical core which supplies much needed life energy and, more importantly, Rayman's magical powers. Before he can rectify this sinister turn of events, our boy Rayman is captured, thrown into a cell on the Robo-Pirates ship... and then the control of the game is handed over to you.



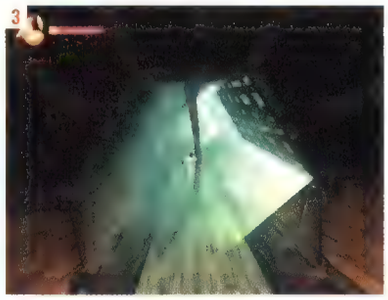
Blue Lum Rising

Your mission, should you choose to accept it, is to save all your mates who have been captured, recover all the shattered elements of the planet's core, and find four hidden masks to wake Pollochus the magician (who is the only one capable of returning your powers).

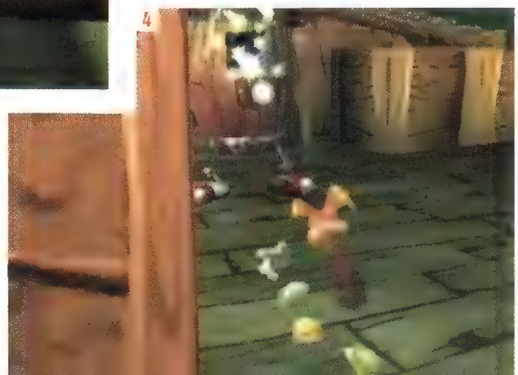
"Intergalactic Robo-Pirates have invaded Rayman's homeworld, enslaved all his mates and carted them off to a galactic circus... which was nice..."

1

2



3



4

[1] Check out the amazing water effects! [2] The multiplayer game is a welcome addition to an otherwise superb game – nice one Ubisoft! [3] It's not just platforms you know. [4] Even barrels don't like Rayman!

FIRST IMPRESSIONS

They say that first impressions are lasting impressions, which is a good thing as far as this Dreamcast version of *Rayman 2* goes. The game looks lovely, has a fairy tale/cute storyline and some interesting if not unique, gameplay elements – all the important ingredients for a great game, then?

Unlike so many games, *Rayman 2* is simple to pick up and play and won't require you to trawl through the instructions for an hour before you get to the nitty-gritty of playing the game. Ingeniously, the opening levels of *Rayman 2* actually teach you how to play the game, perform all the moves as well helping explain the story. So any potential for confusion and frustration is by-passed in a quick and easy way, making it from the outset a totally accessible game as well as engrossing.

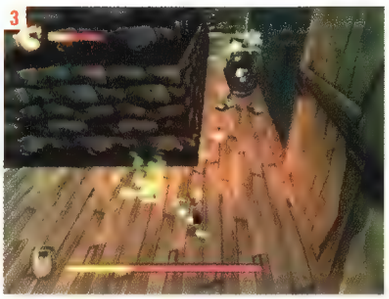
The opening levels look like some kind of sugar-frosted wonderland – although it does get darker as you progress through the game – and has the characters to match, including the likes of Globox, his offspring, the Teensies and of course Rayman himself (whatever he might be).

Control of Rayman is a little tricky at first, but when you get going there'll be no stopping you, as you embark on your big adventure and the task of rescuing Globox and Ly. Visually, the whole game is like a treasure chest full of sparkling gems, and this despite some jerky camera angles from time to time (although these will no doubt be sorted when the game is finally released).

Once you've started playing, you will find it nigh on impossible to stop, so enchanted you will be by the whole experience, and the fact that 40 hours of gameplay are needed to finish it won't deter you at all. *Rayman 2: The Great Escape* is like a good old romp through the fields of adventure gaming, and simply great fun to play and to acquaint yourself with.

continued

web site | www.ubisoft.co.uk



3

4

1

[1] Collect the the blue Lums to enable Rayman to stay underwater. [2] What are the odds? It's a frog! [3] Fortunately, our hero is equipped with firepower. [4] The Dreamcast's graphical capabilities are used to full effect with some gorgeous light sourcing.

2

" Rayman 2 is simple to pick up and play making it from the outset a totally accessible game!"

Not enough you say? Well, there are also loads of mad sub-games and lucrative bonus stages to play over as you plough through the adventure... and let's not forget the Dreamcast-exclusive multiplayer option (see Multiplayer Madness box).

Thankfully, Rayman will not be totally without his magical powers until he's rescued the magician, as a power is returned each time you collect a piece of the planet's magical core (otherwise known as a Lum). Collect a blue Lum, for example, and Rayman will be able to breathe underwater. This may sound complicated, but like any good adventure game, you get a nice tutorial during the opening few stages to teach you all you need to know.

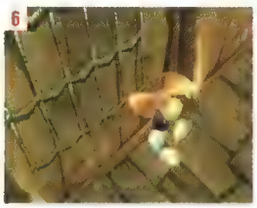
The Nintendo 64 version on its own was mighty impressive,

MULTIPLAYER MADNESS

The one thing missing from other versions of the game was a multiplayer option, but not so on Dreamcast. After all, considering that Sega intend its wonder console to be compatible with up to six billion players (although perhaps we should not take that *too* literally), it would have been a serious oversight not to feature at least a four-player mode.

So, it was with great pleasure that Ubi Soft showed off its Dreamcast-exclusive Globox Disk mode to Dreamcast Magazine. The aim of the game is simple, as you need to get your 'ickle' Globox to the centre of a rotating maze, pick up some lums, and get back to your homebase. The Globox who accumulates the maximum number of lums first wins. However, as well as a rotating maze,

[5] Rayman has to do battle with the evil pirates. [6] It's not just Dumbo that has dual-purpose ears. [7] There is some jumping to be done – honest!



pushing the ageing system to its technological limits, but since the Dreamcast is a more powerful machine, you'll be pleased to hear that this version is head-and-shoulders above even the PC rendition. The graphics have been boosted by adding higher resolution textures, and best of all, the game will run at a smooth 60 frames per second to ensure fast play. Watch out Sonic and Mario, there's a new cute cartoon freak coming through!

there's a Globox eating critter running a circuit, as well as a host of power-ups that can scupper your opponents.

Initially confusing to play, Globox Disk is infuriatingly addictive, and whilst not as good as the likes of *Chu-Chu Rocket* (which is, after all, a dedicated puzzle/strategy title) it is still a welcome addition to an already great game.

RAYMAN TIMELINE

1995

Rayman is launched on the PlayStation console, with a PC conversion following shortly afterward.

1997-1998

Rayman Designer and *Rayman Gold* are launched to enable gamers to build their own levels for the original platformer.

Rayman branches out into the educational multimedia (*Rayman Dictations*, *Rayman By His Fans* and *Rayman Forever*).

1999

The Rayman television series goes into production, and is due for worldwide airing in late-2000.

The Rayman educational line expands, with multi-media titles for children from nursery to high school learning level. By the end of 1999, Rayman products have sold over 4.5 million copies worldwide.

Rayman is now both a huge brand and a recognisable figure appearing on everyday items like cartons of milk, television ads, Oasis softdrinks and even has his own McDonald's Happy Meal!

Launch of *Rayman 2* on the N64 and PC (N64 version goes to number one in the Nintendo 64 charts). The PlayStation Platinum release of the original is still hugely popular, and remains in the top 15 in the all formats videogame chart.

2000

Rayman 2: The Great Escape launched on Dreamcast with new levels and an exclusive multiplayer option.

Dreamcast magazine
anticipation rating Oct

Publisher	Ubisoft
Developer	In-house
Players	1-4
% complete	95%

summing up/ Platform gaming taken to a whole new level. Geddit?

Fancy going deep into the wild and untamed bush of Africa to gallivant around the countryside for a spot of hunting? If you do then *Jambo! Safari* is the game for you.

Jambo!

Once in a while you'll play a game so bizarre and with such a novel premise that you've just got to give it a go. *Jambo! Safari* is such a game, it's nothing short of fantastic fun to play and, like *Crazy Taxi*, it's almost the perfect arcade game. How on Earth do you come up with the idea of a game set in a safari park slap bang in the middle of Africa? Think of it what you like but in the end it's sheer genius, however mad it might seem.

Surfing Safari

You're on safari riding around in your 4x4 safari jeep as one of four park rangers and you must go out and catch various beasts of the bush. There are white rhinos, gazelles, giraffes,

VOX POP

In the euphoria of having fallen in love with this game we sent our resident monkey-boy, Alex Warren, down to the local Sega Park to make sure that we weren't the only ones who were mad for a bit of animal action. Here's what he found out.

Alan Grant

Age: 23
Occupation: Doctor
What do you think of Jambo! Safari?: It's completely different, fast-moving and really good fun to play.
Would you buy it on Dreamcast?: Yeah, it's a good laugh.

Safari

elephants, lions, hyenas and a whole load more (in fact there's a total of 28 different species on offer) You name it, this game's got it – or rather you've got to go out and catch the buggers. Animal rights activists need not be alarmed though – it's all perfectly pain free... honest! Armed with just a lasso and a net, you have to bomb around the wastelands in your jeep looking for various species of wild beasts to ensnare. Your first task is to capture three different animals and once that's completed you move on to the next stage and so on until you're so good you're appointed as a park ranger in your own right. Control is simple and the gameplay brilliant as you follow the arrow to the nearest beast before cocking your arm, spinning the rope and looping it over the animal's neck before finally releasing the net and capturing the hard won prize.

There are four stages in the game ranging across Africa, from the Embaba Plains to the Shetani River, and six different levels of difficulty. It might seem a bit wacky but it is great fun to play and incredibly satisfying when you land that four ton rhino, 30 foot giraffe or incredibly dangerous lion. Of course, the beauty of all this lies once again in the fact that as it's on a Naomi board it's more or less guaranteed a Dreamcast release sometime in the next year or so. And if it's not, then it damn well should be.

Alex Warren

1

2

[1] It's all one big happy family in the wastelands. [2] There are two modes allowing you to refine your hunting skills. [3] You must catch all the animals, however big they might be.

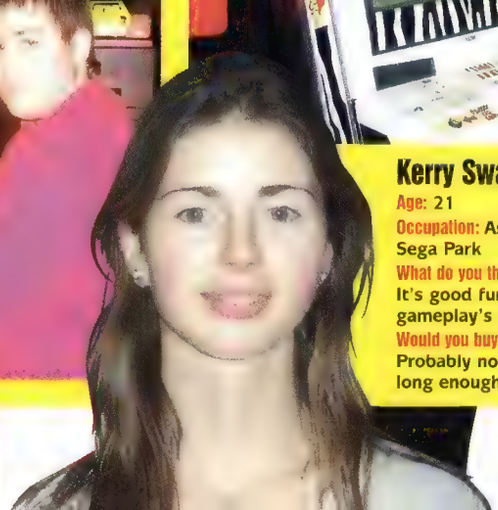
3

Steve Gillen

Age: 17
Occupation: Shop Assistant
What do you think of Jambo! Safari?: It's all right. It's like a cross between *Crazy Taxi* and *Sega Bass Fishing*.
Would you buy it on Dreamcast?: Possibly.

Mark Trimby

Age: 21
Occupation: Head Barman
What do you think of Jambo! Safari?: It's mad, but it's really enjoyable to play.
Would you buy it on Dreamcast?: Definitely, it's really cool.



Kerry Swain

Age: 21
Occupation: Assistant Manager, Sega Park
What do you think of Jambo! Safari?: It's good fun to play but the gameplay's too short.
Would you buy it on Dreamcast?: Probably not because it's not long enough.

continued>

Gavin Dyas

Age: 23

Occupation: Reduction Technician

What do you think of Jambo! Safari?: It's not a bad game for a bit of a laugh. It's definitely original.

Would you buy it on Dreamcast?: Not too sure. I'd have to play it some more.

Chris Heap

Age: 12

Occupation: Student

What do you think of Jambo! Safari?: It's all right. Catching animals and stuff is fun.

Would you buy it on Dreamcast?: Yes, definitely.

David Woodhead

Age: 27

Occupation: Bank Clerk

What do you think of Jambo! Safari?: It's not bad. Very original

Would you buy it on Dreamcast?: I would be tempted.

[1] Long legs means high speeds. [2] Riding wild beasts is taken a step too far. [3] The king of the bush wasn't gonna hang around protecting his patch.

infoburst

By some strange coincidence (or not, as the case might be) there is a Jambo Safari tour operator based in South Africa that runs trips to Botswana, Namibia and Zimbabwe. If you have got your Dreamcast online check out http://www.jambo-safari.co.za

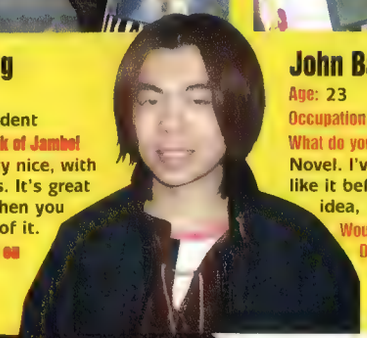
Mark Ewing

Age: 24

Occupation: Student

What do you think of Jambo! Safari?: It's very nice, with good graphics. It's great fun to play when you get the hang of it.

Would you buy it on Dreamcast?: I suppose... maybe.



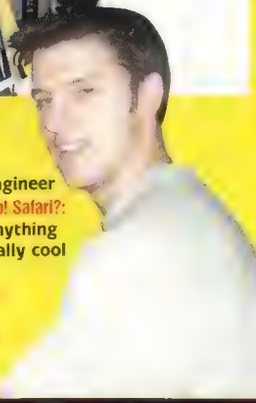
John Bannerjee

Age: 23

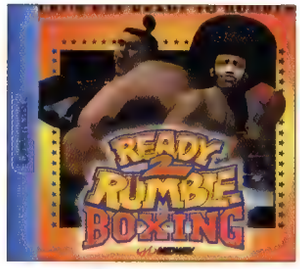
Occupation: Pre-sales Engineer

What do you think of Jambo! Safari?: Novel. I've not seen anything like it before. It's a really cool idea, though.

Would you buy it on Dreamcast?: Probably not but it is good fun.



2 dreamcast games for £70*



dreamcast console £199.99

excessive choice of games

Virgin megastores

DANGEROUSLY ENTERTAINING

© Sega Enterprises, Ltd., 1994, 1999. Virtua Striker is a registered trademark of Sega Enterprises, Ltd. ©1996 JFA

PHONE 0171 299 0404 TO ORDER DIRECT.

Individual games £39.99 each. *Applies to stickered software items only while stocks last.

When Worlds Collide

Ever wondered what it is that puts the 'mad' into 'mad-Jap' games? Read on to discover just why Japan dominates the creative idea pool of the humble videogame.

When the first 'TV game' had its genesis in 1971 under the guise of *Pong*, few people could portend that in as little as ten years hence, one country, Japan, would begin a near monopoly on the core of videogames. By core, I don't refer to such trivial matters as graphics or heroines with chests that make Everest seem like a hillock by comparison. I mean the ostensible reason we all play games; originality and immersive pleasure. A world that is engrossing, dynamic and allows for a complete suspension of disbelief, such as Hyrule in *Zelda 64*, or the verdant world portrayed in *Sonic Adventure*.

Much as adolescents may salivate in a hormonal frenzy over the doubtlessly inevitable *Tekken 7* or *Tomb Raider X: The Final Tenuous Cash-In*, the majority of us still retain that substratum of euphoria for a truly revolutionary game, not a safe and sanitised sequel. Such revolution almost invariably comes from Japan. The question is 'why?' Naturally, the UK has produced its compliment of game Svengalis. The pantheon includes Matthew '*Jet Set Willy*' Smith, Jeff '*Llama*' Minter and David '*Elite*' Braben. However, consider the most popular (and lucrative) games and characters of recent years: *Tekken*, *Final Fantasy VII*, *Mario*, *Sonic*, *Solid Snake* and even the ravenous *Pac-Man*. All hail from Japan, lovingly called Nippon by its residents. Japan: an innocuously small country that has had a massive impact on global culture.

Smash the Stereotype

When the mind turns to Japan, a myriad of stereotypes present themselves: businessmen hammered on saké warbling karaoke, sycophantic bowing, Animé, obscure gadgets and the ability to purchase used schoolgirls' pants and sanitary products from ubiquitous vending machines. Japanese culture is not constrained by the same taboos that govern British conduct. Deconstructing the Japanese culture reveals a few

"Japan: an innocuously small country that has had a massive impact on global culture..."

lds Collide...

damental points that begin to explain e differences in what makes joypads tch both here and over there. The fact that beat-'em-ups, football d driving games still sell phenomenally ll in the UK, as well as comprising a ge proportion of the UK Dreamcast nch line-up, are testimony to the fact t, at least in the realm of videogames, are somewhat wary of fresh ideas; eferring *Fifa 2000* to *Gallop Racer* or a rticularly detailed and laborious RPG. e Japanese are ready to accept anything w, as long as it gets merchandised up the hilt with toys and keyring games e boxout). *Pokémon* is a prime mple, as well as a typically 'Mad Jap' e that UK gamers have embraced. ns for a Dreamcast equivalent are king uncertain in the UK, with UK mers reluctant to employ a state-of- -art console to play a glorified *magotchi* game.

erd Couture

ou cast your mind back to your cyon youth, there was almost certainly oint where your peers/family/ friend/backbench MP has castigated for playing games. In the UK spective, games are still in the domain children or nerds, despite the recent orts of *Kingpin* and *Soul Calibur* to get a more adult, Gen-X demographic. have Sony to thank for the instream acceptance of the eogame, with their razor-sharp and st-modern advertising campaign, a campaign that Sega have attempted to utilise into the UK Dreamcast launch with some success. In Japan, gaming is a social pursuit, enjoyed by all ages.

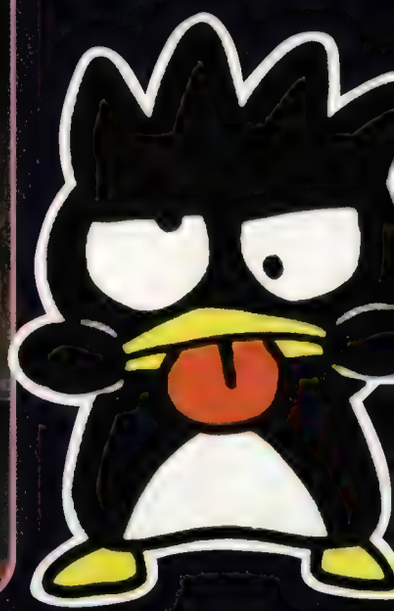
It is a common sight in Japanese arcades to see businessmen at 3am dancing on the latest 'rhythm action' game. Given that contemporary Japanese life is lived to capacity, amongst a phalanx of others, the escapism offered by games is far more welcome than in the comparatively more laisser-faire UK. Homogenised Japanese housing instils in them an understandable and healthy lust for the surreal and fantastic, the more outré the better. Arguably a better manifestation of escapism than ten pints followed by a dodgy curry...

Pachinko Wizard

Despite the wealth of technological gadgetry available in Japan, one of the most popular games is *Pachinko*, a deceptively simplistic game that resembles a rudimentary pinball machine and has not the merest hint of a semi-clad schoolgirl. Ostensibly, a *Pachinko* machine is a vertical cabinet littered with small nails and ruts. The object of the game is to insert small ball bearings into this 'run', getting the balls into a scoring zone and earning, curiously, more balls. This Pavlovian reward scheme is able to keep Japanese gamers more enthralled that any silicon-based entertainment. *Pachinko* is an odd one to categorise, as many Japanese games are certainly challenging (though Japanese gamers expect to finish games and developers actually tone down the difficulty levels accordingly) and involve a steady and concerted input of skill and discipline.

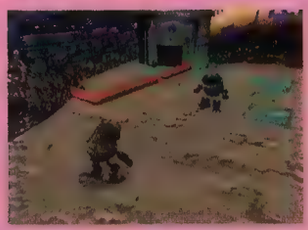
The fact that *Pachinko* is a game of chance and tradition may attenuate the argument for Japan as a doyen of technological advance. The truth is that Japan is, in part, so successful that they are able to embrace all that is innately traditional in their society and build upon it for their surging forward to the next extreme. In fact, the Japanese love of *Pachinko* is somewhat similar to the way UK gamers enjoy retro games. Although the prospect of *Horace Goes Skiing Pachinko* is one even the Japanese will probably never realise. No money, no ski.

continued



BUGHTY-PROOF GAMES

Chu Chu Rocket



Elemental Gimmick Gear

Jojo's Bizarre Adventure

Shenmoku Tura

Rainbow Cotton

Electric Sheep

We all thrive on the deity-like prowess of governing the line between life and death, all being a megalomaniac in our own small way. Whereas we UK gamers pent out our mortality frustrations with combative titles such as *Command & Conquer*, the Japanese mould mortality in the guise of winsome, cute pets. It all began with *Tamagotchi*, a fad that rooted itself in the UK for a brief duration, yet still remains tenaciously in its native Japan with titles such as *Monster Farmer* and *Pokémon*. The chance of a UK Dreamcast seeing anything like an artificial life sim are scant at best, with PlayStation *Tamagotchi* sinking like Vanessa Feltz on thin ice.

Many British gamers have an aim; to win. Be that in quelling Bowser, Saving Gordon Freeman in *Half-Life* or beating Dural in *Virtua Fighter 3tb*. Japanese gamers are more enthralled by the experience of the game in itself, in the rearing of these creatures. Yet, this does not answer the riddle as to why the Japanese so thrive on these 'pet' games. Given that the majority of Japanese accommodation is cramped and packed to density, many populated areas have banned pets, to increase communal living standards. We have no need for *Tamagotchi* and its ilk as we can easily acquire a cat, dog or marmoset. Japanese gamers do not have the optic given the prohibition of domestic pets making Pikachu the closest many of them may come to an actual pet. All t boons without any of the crap, vomit and leg shagging.

Idea Pool

Take a look at the general roster of UK Dreamcast releases. Apart from the surreal (and, naturally, Japanese) *Pen Pen*, we have a plethora of driving gam and sequels. As Japan is being enthralle by *Shenmue*, we can look forward to stunningly rendered yet trite continuun on the racing/fighting ethos. One woul almost think that the UK gamer is bein both pigeonholed and patronised in on fell swoop. Game production in the UK a typically underwhelming experience, small step away from the pallid bedroc coders of the Spectrum era. However, Japan it is a task of Hollywood proportions, with game designers such Nintendo's Shigeru Miyamoto and Sega Yu Suzuki revered as titans amongst m

Japanese game production seems almost draconian in its precision, with coders working on a specific aspect of

the game, and one aspect only. A colossal maelstrom of ideas that coalesce into a cohesive whole; an original game with a believable world. The most behemoth of these teams are destined to work on RPG's, such as *Final Fantasy VIII* or *Shenmue*. The UK perception of the RPG is still one of a game played by compulsively masturbating adolescents with more acne than Michelle Fowler.

In Japan the RPG is one of, if not the, principal game genres played. An interesting dichotomy to the *Fifa* titles dominating our domestic charts. Interestingly, the Japanese obsession with the RPG is analogous to their passion for virtual pets, each involve the nurturing of a character and statistics to appease even the most anally retentive. Whereas we British gamers covet adrenaline from our games, the Japanese, like the gentle undercurrent of their traditions, prefer the gentle, plot led RPGs. The most telling example of this is in *Final Fantasy VII*, a game lauded over in the UK for its sumptuous graphics and in Japan for the depth of plot.

Charting Trends

In the nature of gaming obsessions, there is one noticeable difference that perhaps accounts for the entire schism between the British and Japanese taste for games. Japanese culture is 'fad' based, and the same is certainly true of their gaming tastes. A certain genre will dominate for a period of several months (for example, the transient obsession for virtual dating simulations) only to be replaced by a new gaming trend. The Japanese gamer knows and expects evolution and radical ideas. In short, an almost complete gaming overhaul several times a year.

Naturally, the UK is also subject to such fads, yet fads always instigated by another country. Normally Japan. Focus back on our own gaming tastes for an instant. The best way to highlight the entire point of this feature is to compare charts between the UK and Japan. On average, titles such as *Tomb Raider*, *Fifa* and *Tekken* seep into our charts and remain sluggishly there as dry rot. The Japanese charts are in a state of perpetual flux, a rapid river of continuity due to the sheer number of consumers and the faddish nature of genre trends. The Japanese charts will contain eclectic titles such as *Get Bass*, *Favourite Dear* (RPG/dating sim) or *Monster Farm 2* (Tamagotchi-style arena combat). Perhaps it is not the Japanese games that are eccentric and screwed up. Perhaps it is the UK games scene that is sterile and lacking innovation, staggering towards a creative death, aided by such mediocre Dreamcast titles as *Millennium Soldier: Expendable*, *Psychic Force 2012* and *Buggy Heat*.

Nick White

SELLOUT

> In Japan, gaming is not merely relegated to a CD. Japanese gamers see gaming as a lifestyle and surround themselves with merchandise to match. A popular game character soon becomes the victim of exposure overkill, being embossed on keyrings, action figures, toilet roll (I kid you not. Wipe your arse with Pikachu!) and snacks. Game figures are celebrities in Japan. Even game music sells on CD, as well as obscure titles such *as Hentai Anime Strip Poker*. A recent poll in America proved that Mario is more recognised a figure than Mickey Mouse. UK gaming culture, apart from the lurid Lara Croft dolls, has failed to embrace this profitable venture, ensuring that games stay where we seem to feel they belong. As games. Thankfully, however, this also means that the UK will never encounter the abhorrent and putrescent evil of *Hello Kitty*.

"In the UK perspective, games are still in the domain of children or nerds, despite the recent efforts of Kingpin and Soul Calibur to target a more adult, Gen-X demographic..."

Dead or Alive 2

Alive & Heaving

Over the next eight pages, you'll meet four of the sexiest women from one of the biggest games on the Dreamcast in 2000 – Dead Or Alive 2. Try not to be eaten alive...

continued

Lei-Fang

Looking all sweet and innocent in her skin tight yellow bikini, Lei-Fang is a Chinese beauty in all senses of the word... as well as proving to be a bit of a femme fatal at the same time. An expert in Tai Chi, Lei-Fang certainly knows what she's doing when it comes to fighting those bigger than her under the *Dead Or Alive* spotlight. An elegant fighter if ever there was one, with a penchant for head over heels attacks, but she can't half pack a punch – now I wonder where she gets the weight for that from...?

[1] Ayane's swift left foot sweeps Lei-Fang off of hers. **[2]** Her evening gown may well seem an unusual choice during a fight, but at least Lei-Fang has the leg-room to pull off stunts like this.

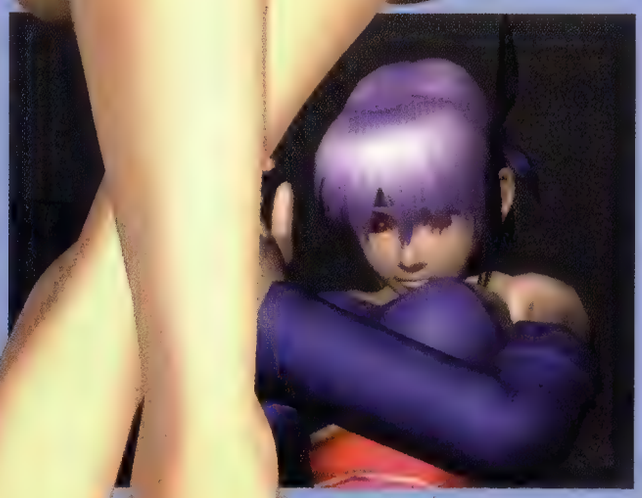
3

[3] DOA2's Tag team mode allows you to chop-and-change between two characters of your choice. [4] Even under close scrutiny, the 3-D graphics give genre-leader Soul Calibur a run for its money.

4

Ayane

> The sister of Kasumi, Ayane is worthy of special attention as she is every bit as glamourous as her sister and just as much of an eyeful... if not more so! Wandering around in her blue bikini only serves to increase her appeal even though like her sister she is an irritating fighter due to her spending an inordinate amount of time in the air and on top of her opponents. Still, can't be all that bad!



continued

[1] Is it us, or does Bass look more than a little like Hulk Hogan? [2] Believe it or not, there is someone under Kasumi... That's gotta hurt! [3] Vogue! Strike the pose. [4] Kasumi takes a breather as Hayabusa knees Leon in the nether regions.

Kasumi

> Kasumi makes a welcome return for her second all conquering appearance under the spotlight, and one who uses her god (ie game developer) given 'assets' more than most. Some might call her a bit of a bitch fighter, but we'd have to disagree. How can you call someone who looks this good, a bitch? She's a fast mover and has some pretty nasty reversals as well, so beware of her coming at you when you least expect it – not that that would be a bad thing, of course.

Tina

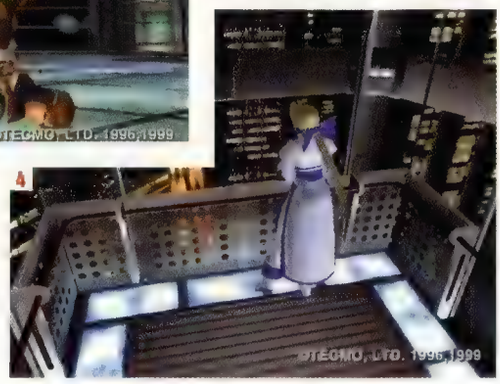
> Tina, is another girl returning to the *Dead Or Alive* arena, only this time she's gone for an image make-over with dyed blonde hair and we reckon an implant or two. Still she shapes up pretty well. In fact she even has her own catwalk parade on video at www.tecmo.com. However, don't let her looks deceive you as she's one of the best fighters in the game. Make sure you watch out for her legs which are particularly dangerous due to their impressive length. She is, in every respect, the consummate *Dead Or Alive 2* babe.

5

6

7

[1] In this bout, Helena teams up with the old master, Gen-Fu... they're winning too! [2] Is Helena as innocent as she looks? [3] Looks like we have a clear winner. [4] Helena takes time to survey the gorgeous 3-D environment.



The definition of a cyberbabe first appeared when Lara Croft hit the gamesplaying public in the original *Tomb Raider* game back in 1996, and since then she's adorned more glossy magazine covers than Cindy and Elle put together... well, possibly. However, the whole definition of what makes a cyberbabe is set to be redefined with the release of Tecmo's *Dead Or Alive 2* on the Dreamcast during the spring. Unlike the original, the characters in this arcade conversion are fully 3-D, and you can take it from us that the end result is more than an eyeful!

It has been suggested that the future stars of the fashion catwalks will not be constructed from flesh and blood, but from the fevered imaginations of computer programmers, rendered up from the sort of material that usually puts hair on the palms of your hands. Tecmo is certainly stating the case for the CG supermodel with its ridiculously proportioned, but nonetheless stunning, collection of wannabe Miss Worlds. Sit back, relax, and get comfortable, as we introduce you to the highly (ahem) titillating world of *Dead Or Alive 2*, a game that you'll definitely be wanting to get your sweaty mitts on...

Better Off Dead?

Judging by the scantily clad lady folk with heaving cleavages in Tecmo's promotional campaign for *Dead Or Alive 2* (hey, you can hardly miss them, can you?) it looks as if the developer is going all out for the sexist perv vote on this one. After the huge success of the *Dead Or Alive* in the arcades and on PlayStation who can blame them? Nowt wrong with that, sex sells after all, and just like any other industry, what matters at the end of the day is sales... and lots of them. It's an easy equation to make, even for those of us without a GCSE in maths: sex equals sales, sales equal money and money equals power. So it seems that Tecmo is on to a bit of a winner in the shallow 'tits and arse' stakes. But can it back it up with a decent game?

The good news is that underneath all that glamourous make-up job lies a supermodel of a beat-'em-up, with the potential to give *Soul Calibur* a run for its money. So now that we've established that it's not a shining example of a politically correct game, it's time to make our way through the heaving bosoms and forests of flowing locks, and turn our attentions to the real business of gamesplaying.

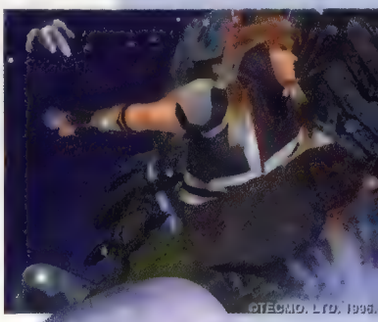
The original *Dead Or Alive's* success wasn't purely down to the virtual babes (although they certainly helped), but rather its success stemmed from the fantastic visual quality of the game and its equally mesmerising playability. Here was a new contender in the beat-'em-up arena, which at last challenged the likes of *Virtua Fighter* and *Street Fighter* for

From The Mouth Of Babes

> Eager to get the score on *Dead Or Alive 2* direct from the horse's mouth, DREAMCAST MAGAZINE went undercover to Tecmo in Japan. Breaking through secrecy surrounding the veil of this droolsome beat-'em-up, we managed to interview the game's enigmatic producer, Itagaki, from the Team Ninja development team. Here's the short-but-sweet results.

DREAMCAST MAGAZINE: What is the plot behind *Dead Or Alive 2*?

Itagaki: The plot of the original *Dead Or Alive* was centred around a tournament which is enhanced with the most advanced scientific technology, and the greedy desire of humanity lies behind it.



the top spot. It was a game that breathed new life into a genre which was beginning to become somewhat stale, and it looks like *Dead Or Alive 2* will do much the same thing on Dreamcast.

Virtual Vixens

The new and improved *Dead Or Alive 2* features over half of the original characters making a welcome return to the fray. And this time they're accompanied by a fresh new load of faces, no doubt plucked (as are their bikini lines) from the modelling agency just around the corner. Oh, and although you'd be forgiven for not noticing, Tecmo has also included some male characters to balance the scales somewhat.

With the use of the Naomi-board, *Dead Or Alive 2* takes a further giant leap into the beat 'em-up foray with graphics and animation so mind-blowingly awesome that they literally knock you out. Trust us when we say that you'll be just as amazed at *Dead Or Alive 2* as you were when you loaded up *Soul Calibur* for the first time. The characters look phenomenally detailed, but the most obvious graphical enhancements (apart from the breasts) are the interactive 3-D backgrounds and free-roaming levels – which are similar to Capcom's sublime *Power Stone* – that give you the opportunity to cause as much destruction and ruin as you desire.

In accordance with this grand scale of action, the actual fighting arenas – which include a mountain shrine, cathedral, and Arctic plains – are fantastically detailed and expansive. The fights themselves move smoothly and slickly at a frighteningly quick pace (Tecmo is apparently hoping to maintain a speed of 60fps) with the characters moving just as a martial artist would in real life. The moves, though somewhat outlandish as you would expect from such a game, are as effective as they are impressive.

Coupled with this is the way in which the game utilises Team Ninja's Real-time Dynamics Simulation Engine in order to make clothes, hair and other things, respond to the movement and actions of the character. All of these elements combined make *Dead Or Alive 2* look even more advanced. As well as all this, the game will feature Tag-Team, Survival and Practice modes on top of the standard Arcade mode, which all means that there will be loads of hours of gameplay to be had.

With all this in mind, you might well wonder why Tecmo needs to rely on Page Three type antics to get the game noticed. Visually and technically, *Dead Or Alive 2* is up there with the likes of *Virtua Fighter 3tb* and *Soul Calibur*, so does it need the T & A factor? Maybe not, but it certainly grabs your attention, doesn't it?

The strongest of the world's fighters gathered at the tournament from all over the world to fight each other. And again, a new tournament is about to start. The warriors now mount their individual stages with caution and heavy thoughts. Each character has their own story, which is related to the player through the real-time movies seamlessly inserted within the gameplay.

DM: How many playable characters are there in *DOA2*? And how many of these are hidden within the game?
Itagaki: There are 12 playable characters, and as for hidden characters... no comment!

DM: How many levels are there?
Itagaki: There are currently 12 to 15 stages, with several original stages already added over the arcade version of *Dead Or Alive 2*.

DM: How long has *Dead Or Alive 2* on Dreamcast been in development?
Itagaki: As of December 1999, the Dreamcast version of *Dead Or Alive 2* has been in development for two months, and we expect to complete the project by February 2000.

DM: What features of the Dreamcast version of *DOA2* are you particularly proud of and why?
Itagaki: Everything! Seriously, once you see the final product, you will understand why.

DM: Who is your favourite character?
Itagaki: Kasumi. She has been a main character of the *Dead Or Alive* series, and please understand, she is like a Venus to me.

DM: What's the Dreamcast like to develop for?
Itagaki: Simply good!

DM: What games are you playing at the moment?
Shenmue.

competition

Smooth Talking

WIN! Five sets of Motorola's TA288 Walkie-Talkie

DREAMCAST MAGAZINE brings you all the best things in life and this month is no exception. We've teamed up with Motorola to give you the exclusive chance to win one of five sets of the new Talkabout TA288 Walkie-Talkie, as seen in the latest Bond film, *The World Is Not Enough*. Forget mobile phones, the TA288 is the ultimate outdoor communication tool with a maximum range of two miles and is the perfect accessory for all socialites.

All you have to do to win your very own set of TA288 Walkie-Talkies so that you can pretend that you really are James Bond, is answer this simple question:

What is the range of the Talkabout TA288?

Is it:
(a) 2 miles
(b) 5 miles
(c) 10 miles

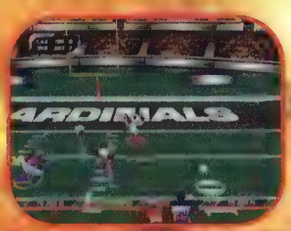
Please send all entries on a postcard to the following address no later than 1 March 2000.

Get Talking Competition
DREAMCAST MAGAZINE
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Motorola may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

NFL BLITZ 2000™

"IF IT'S AMERICAN FOOTBALL YOU'RE LOOKING FOR - THEN THIS TITLE HAS IT BY THE HELMET FULL"
89% 'DREAMCAST MAGAZINE'



team, with powerful playbook editor

bruising your friends

"Icon Passing" for one touch long bombs

performance to your hot, star players

Available Now

PlayStation

Dreamcast

THE SUPERBOWL CHAMPION OF AMERICAN FOOTBALL GAMES!

NFL Blitz™ 2000 brings you all of the things you love about american football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances and tackles, you're headed for the ultimate in american football action!

MIDWAY
www.midway.com

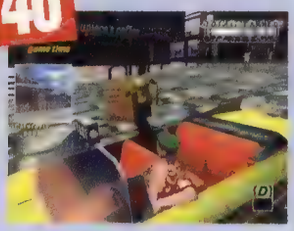
game © 1999, 1999 Midway Games Inc. All rights reserved. BLITZ and MIDWAY are trademarks of Midway Games Inc. Used by permission. ... NFL... Team names and logos are trademarks ... reserved. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. PLAYERS INC logo is a registered trademark of the NFL players ... .com). Distributed under license by Midway Home Entertainment Inc. ... and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Dreamcast is a registered trademark of ... of Sega Enterprises, Ltd.

thegam

THE BIG REVIEW

Crazy Taxi

46 Massive review of Sega's manic arcade-perfect driving game!



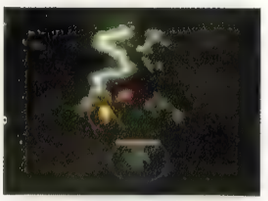
UK Reviews

Zombie Revenge
52> The living dead get up to all sorts of mischief – they're just asking to blown away!

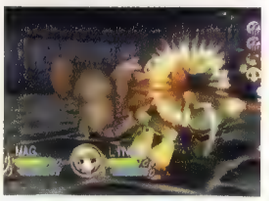
Virtua Striker 2 Version 2000.1
54> Own goal or hat trick? The beautiful (arcade) game gets that special Sega treatment.

Resident Evil 2
60> The most dangerous city in the world finally makes it to the Dreamcast – be afraid!

Armada
64> *Star Trek* meets *Asteroids* in Metro3D's stunning strategy shoot-'em-up.



Evolution
68> Finally the Dreamcast gets an RPG! But the question is: Is it any good? The jury's out...



Tee Off Golf
72> The cute sports titles start here. But will this golf game go with a Sch-wing? Find out here!

Import Reviews

74> **Virtual On!**
The beat-'em-up genre takes on a whole new metallic form in Sega's giant robot fighting feast!

76> **Street Fighter III W Impact**
78> **Berserk**
78> **Star Gladiator 2**
78> **Death Crimson 2**
78> **Jet Coaster Dream**
78> **Bakuretsu Muteki Bangaioh**

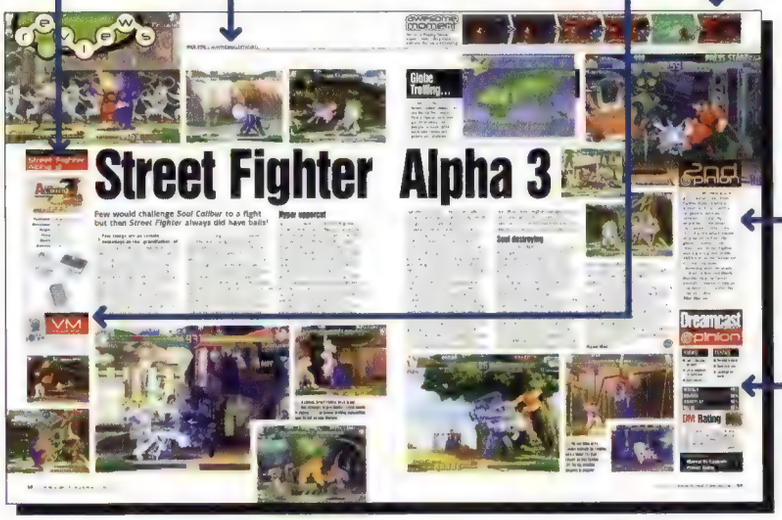
All the latest Dreamcast games reviewed and rated!

ESSENTIAL INFO
Find out who the publisher and developer are, when it's out, how many players – you know the essential stuff!

COMPANY WEB SITE
Check out the game online at the software company's Web site – You might want to check 'em out!

VM INFO
Sega's cool memory card and PDA has some unique features. They are all detailed in this special section.

AWESOME MOMENT
A stand out moment from our extensive playtest of the game – prepare to be amazed!



2nd OPINION
As if one expert opinion wasn't enough. We give you a further point of view to help you make those informed purchases!

DM RATING
A synopsis of the game. If you are too lazy to read the whole review then this will tell you if it's worth selling your Granny for.

Dreamcast magazine SCORING SYSTEM MADE EASY

90% + above
Stop everything, raid that piggy bank because games that get our Ultra award are superb and must be bought!

75% – 89%
Now we're talking. Games that get 75% and above are seriously worth buying, if not entirely perfect.

50% – 74%
Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

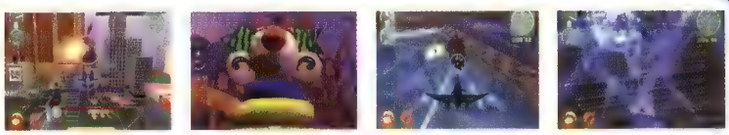
25% – 49%
Still not particularly good and definitely in the 'avoid like the plague' territory.

24% – 0%
A very, very poor game and one that nobody deserves to be saddled with – not even your worst enemy!

Dreamcast solutions

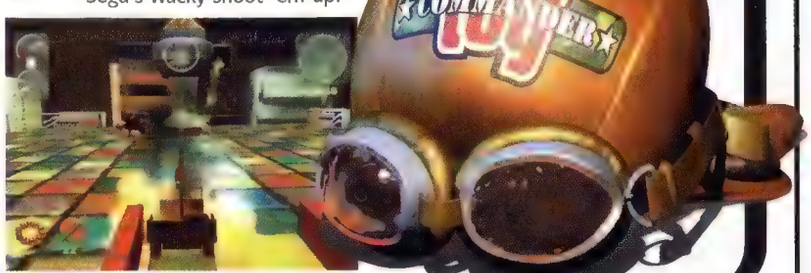
89% Every month we put on our gaming hats to bring to you the latest hints, tips and cheats. If you just can't get gaming satisfaction, then we're here to help!

The best cheats for the latest games



Toy Commander

84% Complete walkthrough of Sega's wacky shoot-'em-up.



Dream team

This month, after the season of excess, we have all been suffering from a variety of ailments...

Simon Phillips
Pork Pie Withdrawal Syndrome, which has rendered the 'Lipster' scurrying around in the search of pasties...
Game Of The Month – Crazy Taxi

Stuart Taylor
Envy. Considering that the rest of the team have been bragging about their Christmas 'activities'.
Game Of The Month – Resident Evil Code: Veronica (demo)

Alex Warren
After the festive season, our man Alex has been suffering from MFS or Moist Finger Syndrome...
Game Of The Month – Croquet

Nick Trent
Exhaustion. His Millennium antics left the boy Trent in no fit state to return to work. What a lightweight!
Game Of The Month – Crazy Taxi

Lou Wells
Lou's suffering form Chocolate and Bubble bath overload – has no one got any inspired present ideas?
Game Of The Month – Kerplunk

Crazy

Sega's arcade conversion of Crazy Taxi pulls up to Dreamcast Mag's bumper.

essential information

Crazy Taxi

Publisher	Sega
Developer	Sega
Origin	Japan
Price	£39.99
Genre	Arcade/Racing
Release	18 Feb

one players | arcade stick

race controller | vibration pack

visual memory

VM information

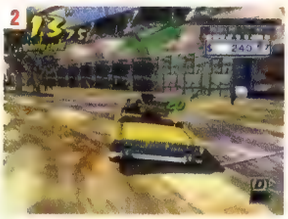
Save position	Y
Logo during play	Y
Mini-game	N

Recent converts to the Dreamcast platform have never had it so good. In the past few months, the quality and quantity factor has been nigh on equal, with the sublime *Chu Chu Rocket!* and arcade-perfect *Zombie Revenge* being the two shiniest diamonds in the pre-Christmas software release rough. So, with its first international Christmas behind it, the Dreamcast can rest on its laurels until well into the spring, right? Not a chance.

Careening down a one-way street, mindlessly scattering the pedestrians in its path, comes *Crazy Taxi*. Another arcade-perfect conversion of a Naomi-board coin-op, with a welcome host of new additions to boot. This beauty wasn't expected to arrive in Japan until late-January, but nonetheless a fully

1

[1] The cafeteria is a decent hike away, so Axel had better get 'cra-zee' and put his foot down to earn a decent tip.
[2] Whether you call 'em shopping centres or malls, as far as BD Joe is concerned, it's another stretch of road to pelt across.



2

awesome moment

e director's-style camera gle allows you to create a ollywood car chase movie.

Taxi

Dreamcast magazine ULTRA

viewable copy for the UK market rived in our surprised (but no less veaty) palms at the beginning of ecember... and no work was done for a eek... or maybe three. In fact, what ppened to Christmas and New Year?

For those who haven't frequented their cal arcade hall for a while – or who issed our *Crazy Taxi* feature last issue – brief explanation of the game's aim is erhaps called for. You choose a cabbie, ou drive around the city, you pick up a assenger, you take them to their estination, and you perform tricks for xtra tips. Repeat until you run out of me. There, is that brief enough?

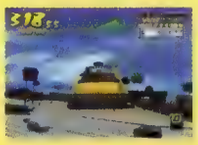
As with all great ideas, *Crazy Taxi's* remise is a simple one, but in practice is a turbo-charged, tan-yellowed eauty of epic proportions. It's a fully-aded adrenaline rush experience to belt full throttle over a hill, leaping over ams and cars in a ludicrous *Streets Of an Francisco* homage. Like *Driver* on PlayStation, pedestrians leap out of your path – no matter how hard you try and hit them – trash cans and newspaper booths bounce off of your bonnet, and fellow commuters honk and beep as you side-swipe them. The arcade game was pure fun squeezed into a plastic display cabinet, and the Dreamcast version is an exact carbon copy with the major plus points of two additional gaming modes: Original and Crazy Box.

"You Lookin' At Me?"

The Arcade mode does exactly what it says on the tin – it's no more, no less than a flawless arcade conversion. What else would you expect? If Sega isn't able to successfully port over one of its own Naomi-board games over to the Dreamcast then something is sorely amiss. After all, this was one of the main selling-points for Sega's überconsole in the first place. So, the quick-fix nature of the Arcade game is accounted for, but it

Three Degrees Of Crazy

> It's not simply a matter of taking your prospective fare to their desired destination. Oh, no. *Crazy Taxi* positively encourages you to earn tips by performing the kind of saucy moves seen in the *Dukes Of Hazzard*. Here's the big three:



Crazy Jump

Well, those conveniently placed ramps on the back of some of the trucks aren't simply there for decoration. Cannonball over congested traffic, give your passenger a brown trouser moment and rake up some top-tippage in the process.

Crazy Drift

The successful execution of a Crazy Drift requires you to quickly shift into reverse whilst driving forwards before yanking it back into drive again and steering hard left or right. A tad fiddly at first, but the whoops and hollers of your passenger will let you know if you've done it right.

Crazy Through

"Hang on to your lugnuts!" The Crazy Through is sure to give you a nervous tick, as you need to drive suicidally close to other cars, trucks and trams. Pulling this one off will require you to suck other vehicles' backdraft, with your first few attempts probably resulting in a multi-car pile-up... never mind, eh?

KFC

Tower Records

Pizza Hut

Yacht Harbour

Church

DRIVE ME CRAZY

> Welcome to the Arcade city. This handy map, courtesy of DREAMCAST MAGAZINE, will help you find your way around the sights of this busy seaside metropolis.

1 Tower Records
2 KFC
3 Church
4 Heliport
5 R.B. Station
6 Baseball Stadium
7 Police Station
8 Clock Tower Theatre
9 CT Hospital
10 Sky Bank
11 Boarder's Paradise
12 Mall W
13 Mall N
14 Crown Arena
15 Osmous Hotel
16 Bus Terminal
17 Lookout Tower
18 Fire Station
19 Tennis Courts
20 University of S.C.G.P.
21 Cable Car Stop (Top)
22 Sail Street
23 Freshtree Street
24 Cable Car Stop (Bottom)
25 Seaside Market
26 Westside Beach
27 Yacht Harbour
28 Cafeteria
29 Pizza Hut
30 Square Park
31 Popcorn Mania
32 FILA
33 Original Levi's Store

Starting Point

Westside Beach

Heliport

Cable Car Stop Top

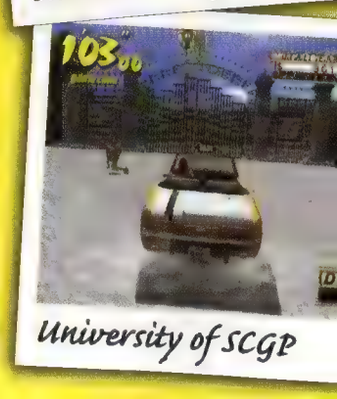
RB Station

Cable Car Stop Bottom

Baseball Stadium

Mall W

Tennis Courts


University of SCGP

"Crazy Taxi is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..."

is the extra features that really add weight to the Dreamcast version. The aforementioned Original mode is essentially the same game, but with shiny new hubcap extras, like completely new locations, and additional time to pick up fares and explore your surroundings.

The third gaming mode is Crazy Box: a cheeky arcadey take on *Gran Turismo's* Licence mode, where you need to perform a number of tasks within a time limit. These vary from the bog-standard dropping off of a fare, to bursting 20 balloons, and even knocking over seven sets of bowling pins. What's that, Billy-serious-pants? You expected something a little more realistic?

In a true test of console might, *Crazy Taxi* was vying for attention with the PlayStation biggie *Gran Turismo 2*, which arrived in the DREAMCAST MAGAZINE office at the same time. There could be no greater way of ascertaining the power – or lack thereof – of Dreamcast. Whilst the initial crowds swarmed around our preliminary bashes of the Crazy one, some were tempted away by *GT2* (bloody heathens!) but most soon came back. The consensus of opinion being that they were underwhelmed by the dull graphics and tired gameplay offered by Sony's driving effort, and were eager to try out as the office's top cabbie.

Which brings us along nicely to the fact that a modicum of skill is required when it comes to hitting the streets. The time limit means that you can't really afford to swan off on a sightseeing tour, so it pays to stop as close to a prospective passenger as possible (they have a coloured stop zone encircling them – aim for the middle and you can't go far wrong). Also, mastering the Crazy Drift (aka, a temporary speed boost) will allow you to reach your destination that much quicker, ensuring customer satisfaction and the resultant big tip. Whilst customers like a dash of excitement thrown in with

1

2

[1] Gena's bumper is the kind we'd like to pull up to. [2] The overhead camera allows you to play the game in a Grand Theft Auto style... or something like that. [3] Whoa! Gena's no slowpoke, and she rakes up some major tippage as a result.

3

OPENING THE CRAZY BOX

> The major addition to the Dreamcast version of *Crazy Taxi* is the thumb-rottingly addictive Crazy Box mini-game mode. Initially, there are nine mini-games on offer, with a further seven being opened after you successfully complete some of the challenges.

Once it has got its hooks in you, the Crazy Box mode will take over from the main Arcade and Original gaming options. Primarily because the challenges can be so tough, so frustrating, and so God-damn compulsive! All played within tight time limits, the challenges can range from bursting a number of balloons; knocking down giant bowling pins, picking up and dropping members of a baseball team, and running a complete circuit of the Arcade course. Here's some of the more memorable buggers:

Crazy Bowling

Catapult your cab down a giant bowling alley, performing Crazy Drifts to knock down the seven sets of bowling pins. The corners are nasty in this nightmarish test of speed, dexterity and nerves.

Crazy Zigzag 2

The designer of this one deserves to be shot. As hard as nails, Crazy Zigzag 2 can bring grown men to tears. You need to drop each one of your seven passengers off on a corner of the jetty. Bugger up your Crazy Drift and you'll find yourself on a one-way trip to Davey Jones's Locker.

Crazy Party

"Take me out to the ball game!" Planning is everything on this beauty, as each of the seven baseball players dotted around the game map need to be picked up in strict order if they are to reach the ball game in time. Feel free to use solid objects as emergency brakes... we did!

Crazy Attack

The final challenge is only accessed after all the other Crazy Boxes have been opened, and is currently the only one that the we have yet to master. It sounds simple: complete an entire circuit of the Arcade course. However, you are only given four minutes, and the roads are more congested than Marlon Brando with a particularly nasty head-cold. Meaning that this one's as tight as a gnat's chuff. We *will* break it, oh yes!

continued

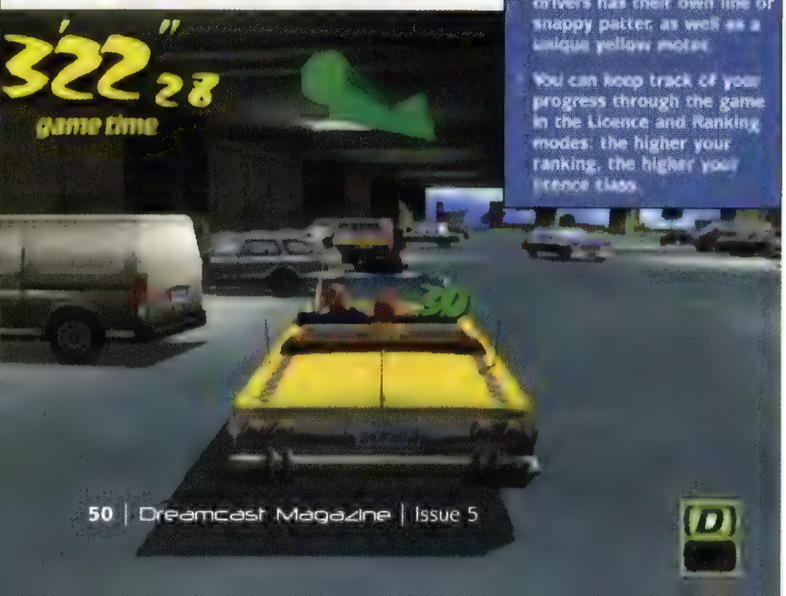
continued

CRAZY CABBIES

There are four eager cab drivers aiming to make the scene in *Crazy Taxi*. Each of them have their uniquely modelled yellow-toned mode of transport, as well as an individual style replete with witty catchphrases and comments. DREAMCAST MAGAZINE runs through the roll-call, as well as explaining exactly what their licence plates mean.

Age: 21
Licence Plate: 1NOM155 – 'I no miss' or 'I don't make mistakes'.
Background: Green-haired punk Axel became a 'crazee' cabbie because he reckoned it would be cool. Apparently, Axel excels in showing his customers a good time, but since *Crazy Taxi* is a family game, we can only assume that means he ensures they see all the sights. As well as driving a cab, Axel also plays in a punk band (explains the green hair, then) attempts to pull women (probably just as badly as we do) and meditates (presumably not when driving though).

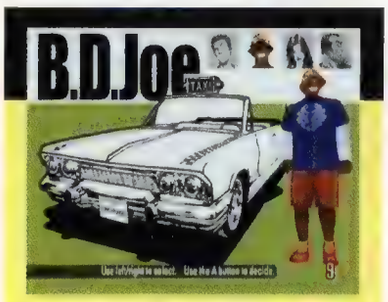
[1] If you fail to reach their destination in time, the passenger will bail... even if they're on a busy dual-carriageway! [2] If you were in any doubt that this game is crazy, how about picking up a fare underwater? Nice scuba gear, mate!



infoburst

Each of the four *Crazy Taxi* drivers has their own line of snappy patter, as well as a unique yellow motor.

You can keep track of your progress through the game in the Licence and Ranking modes: the higher your ranking, the higher your licence class.



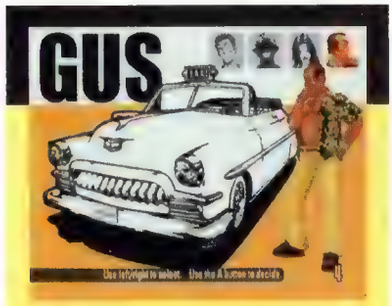
Age: 25
Licence Plate: 2HOP260 – 'Let's get wild and crazy!'
Background: All BD wants to do is make people happy, hence his reason for becoming a cabbie. BD doesn't just perform in his cab either, as he can often be found banging out tunes on a set of garbage can lids in the street. The man who considers being a cabbie as 'far too much fun' has also recently taken up card tricks.

their cab ride, you can wave goodbye to a decent tip if you spend more time banging off of other vehicles and landmarks than sticking to the asphalt.

"Fare Enough, Ol' China!"

The code that DREAMCAST MAGAZINE was sent for review displayed a few disturbing glitches. For instance, the frame rate on the Dreamcast-exclusive Original mode was a tad choppy, speeding up and slowing down in an arbitrary manner. Also, extended play would occasionally result in the road and surrounding areas becoming either transparent or turning pitch black – this would make for a panic-inducing cab ride as you slam straight into a temporarily invisible wall. However, this is the basic kind of stuff that gets kicked into touch during playtesting, so these should be distant memories by the time it hits the shelves.

A final mention should go to the different camera modes available for a test drive. Whilst the default 'behind the car' is the undisputed champ, you are also given the opportunity to view the action from above (a la *Grand Theft Auto*), from the side, from the front (only if you're completely barking, as you can't see what's coming), and even from a 'director's style' action camera. The latter



Age: 42
Licence Plate: ONLY777 – 'Only aim for the jackpot!'
Background: This veteran was the first driver to introduce the crazy style of driving. A trendsetter since he was a tearaway hooligan, Gus is fond of his 1955 jalopy cab. On his off-days, Gus is a master strategist on the card playing scene, which apparently taught him that losing was the key to personal enhancement. Which must make the DREAMCAST MAGAZINE team the most 'personally enhanced' monkeys on the block.

is not for those who take their Crazy driving seriously, but is a barrel of laughs, as it allows you to view the driving action as if it was from a Hollywood movie.

Crazy Taxi reminds you exactly why you play videogames: it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM. This is the perfect antidote for those race junkies who have become a tad jaded by the de rigeur 'real' driving sims currently jostling for shelf space. *Crazy Taxi* offers willing and open-minded gamers a wild and whacky rollercoaster ride, with quality extras that add depth to the admittedly limited Arcade mode. Ladies and gentlemen, we have another top notch Dreamcast title to add to the burgeoning line-up. Nice one, Sega. "Hey! Get off the sidewalk, jerk-off! Cabbie coming through!"
Stuart Taylor

Age: 23
Licence Plate: 5EXY515 – 'Sexy sister!'
Background: The lass with the sass has no overriding desire to make her customers happy, as Gena's work satisfaction comes from hacking her yellow motor down the busy streets at full whack. Any chap who falls for Gena's seductive image should be warned that she has not got time for men in her life... Gena's car is her one and only passion.

3

infoburst

Probably one of the most famous cab drivers is Travis Bickle, the vigilante nutter portrayed by Robert De Niro in the film *Taxi Driver*.

The best way to nark off a cabbie is to count out your exact fare very slowly, and not give them a tip (but we wouldn't recommend that, of course).

2nd opinion

As far as I'm concerned this is the game of the year – and it's only January. It's nothing short of brilliant, purely by its virtue of being such fantastic fun to play. It really is crazy. Without any kind of Championship play you might think that it won't last long. Wrong. You will be coming back to *Crazy Taxi* time and time again, such is it's addictive nature. If you're only going to buy one game this year this has to be it, as your life can never be complete if you don't own this gem of a game. Now, if you'll excuse me, I've just got to go and get my hourly fix.
Alex Warren

[3] Lucky for Axel, the game doesn't register vehicle damage... even if you wrap your front-end around a tree.
[4] Gus slams on the brakes for a nigh on perfect drop off... the glowing green box indicates the passenger's destination.

4

Dreamcast magazine opinion

CRAZY	HAZY
⊕ Arcade perfect conversion	⊖ Repetitive music selection
⊕ Excellent additional modes	⊖ Occasional graphical glitches
⊕ Pure and unadulterated fun	⊖ Limited passenger selection

VISUALS	95%
SOUNDS	88%
GAMEPLAY	95%
VALUE	92%

DM Rating 94%

summing up

Sega has done it again. Another flawless arcade conversion, beautifully gridlocked with new and exciting gameplay modes. Addictive and fun, fun, fun!

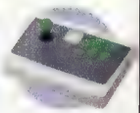
alternatively...
- Speed Devils
- Re-Volt

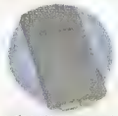
essential information

Zombie Revenge

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	February

two players


arcade stick


vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

In the Training mode you can download a mini-game onto the VM that is split into four different parts. There's Food mode where items collected in Gun and Bare Knuckles mode can increase your strength; Barometer which details your stats; Zombie Doubt which is a guessing game and Zombie Fishing which is a bizarre twist on *Sega Bass Fishing*.

Zombie Re

Free roaming arcade shooter turns nasty as zombies seek their revenge for unfair portrayal.

If you take a little bit of *Resident Evil 2*, a splash of *Dynamite Cop* and a healthy dose of *House Of The Dead 2*, put them in the blender with a whole load of blood (preferably green) and flesh (rotting), shake them up a bit, the end result is approaching the make-up and substance of *Zombie Revenge*. It looks as if zombies really are here to stay, but it's your job as either Stick Brightring, Linda Rotta or Busujima Rikiya to make sure that they don't get their revenge, however desperate they might be. You cannot fail, the world depends on it.

Revenge Is Sweet

The really great thing about *Zombie Revenge* is that it proves once and for all that the Dreamcast really is just an arcade machine in disguise. *House Of The Dead 2* aroused our suspicions, *Sega Rally 2* had us wondering and now *Zombie Revenge* confirms the fact. And it does it in style. It has everything that you could ever wish for from an arcade port – great graphics and awesome, even addictive gameplay, but then it would have to if it were to keep you coming back for more and more. But this time it's a Dreamcast game and for a console to be able to reproduce that special adrenaline rush that can only be had from in the arcades is something special in itself.

As you wander the rank and creepy looking environments that ooze evil out of every doorway, blowing to little pieces the undead denizens that freely roam the alleyways, a feeling of real indulgence can be felt slowly enveloping your entire body. 'How can something so great be in my home?' is the only thought on your mind. That is the power of the Dreamcast.

At the end of each level of unadulterated zombie killing there's an even filthier and nefarious beast to kill. Like *Dynamite Cop* there's loads of stuff to pick up as you venture through the levels, including a seemingly never-ending supply of bullets and an assortment of other weapons that will help rid the world of walking, rotting flesh. Without a doubt *Zombie Revenge* is great fun to play.

What A Rotter

But as enjoyable and satisfying as it is to play, it does suffer from a number of flaws that prevent it from entering the exclusive rankings reserved for only the truly great games, and we're not just talking about the grammatically incorrect title. Rampaging around like a man possessed only holds an attraction for so long; *Zombie Revenge* will fade away into obscurity after a month or so of constant play. In fact when you've finished it – it'll just take the one play, thanks to infinite continues – there's hardly any incentive to play it again as you'll have seen the ending and have decided that it wasn't really worth the effort. Undoubtedly *Zombie Revenge* is a great arcade game, but in its home form it really isn't quite as hot because you don't have to keep pumping the

"Zombie Revenge proves once and for all that the Dreamcast really is just an arcade machine in disguise..."

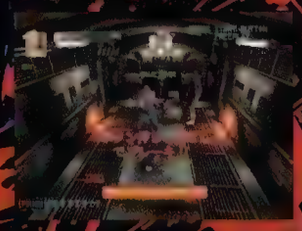
awesome moment

The slime monster is a favourite... just watch out for his multicoloured hiccups.

infoburst

Before plumping for *Zombie Revenge*, the game was called *House Of The Dead Gaiden*, *Blood Bullet* and *Zombie Zone*.

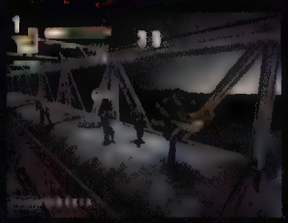
Zombie Revenge is one of the first games to really utilise the VM unit with four mini-games which can be accessed through the training mode.



venge

pounds into a machine to keep playing, you just keep playing and playing, and before you know it you will have come to a wholly unsatisfying end. The control of the game also leaves much to be desired as getting your chosen character to shoot in the right direction isn't as easy as it should be, although it is a problem that is mildly addressed when the arcade stick is used, which rounds off the true arcade feel of the game. These details aside, though, *Zombie Revenge* is a great game to play if you want to sit down for half an hour, disengage your brain, blow a few brains away and generally escape the mundane reality of life.

Alex Warren



[1] Even the heroes bleed green. [2] The gang. [3] Outnumbered yet again! [4] It's all gun toting action in this game.

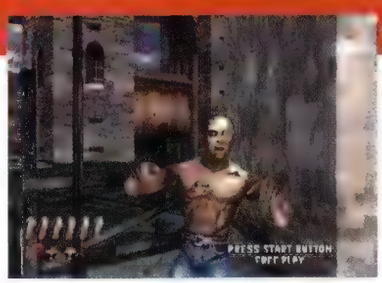
2nd opinion

What is this? We get the stunning *Crazy Taxi* in the office and still this bizarre notion that this tat is in the same ball park as the yellow vehicled one or indeed any good game. No, in fact NO! This is a relative nice-looking and playable game that just doesn't offer enough bang for your buck. Already there are far better games that warrant your immediate attention and second-rate titles such as this now seem somewhat dated in comparison to the burgeoning sack of Dreamcast gaming loveliness. Consign this damp squib to the lowly bargain bin where it belongs.

Simon Phillips

HOUSE OF THE DEAD

You might recognise the penultimate level as being rather similar to *House Of The Dead*, but the connection between the two games doesn't stop there. The evil guy in *Zombie Revenge* is out for revenge as his parents were used in an experiment in the *House Of The Dead* by the father of Stick Brightring who was a doctor at the institute. Revenge, he hopes, will be sweet.



summing up the game

Dreamcast magazine opinion

SWEET	SOUR
⊕ Perfect arcade conversion	⊖ Uninspiring soundtrack
⊕ Fantastic looking graphics	⊖ Limited gameplay that gets dull far too quickly
⊕ At last, a game that uses the VM unit properly!	⊖ Little thought given to long-term play

VISUALS	85%
SOUNDS	79%
GAMEPLAY	91%
VALUE	70%

DM Rating 81%

summing up

Although *Zombie Revenge* is a perfect arcade conversion and is fantastic fun to play, this is only the case for a very limited amount of time.

alternatively

- The House Of The Dead 2
- Resident Evil 2

Fed up of spending pounds and pounds on Virtua Striker 2 down at the arcade? Well, Sega have the arcade-perfect solution...

Virtua S Versi

1

2

3

[1] As ever, the English defence is found wanting. [2] The computer is always a tough adversary – even if you select Japan as your opponent! [3] Always be wary of aerial attacks, as the goalkeepers seem somewhat 'ball shy'.

Nobody knows when, where or how the game that has come to be known as football started. It just sort of appeared in many guises and millions of people are now rather grateful that the humble pigs bladder just happened to lend itself rather nicely to a good kicking.

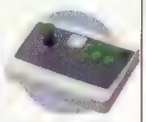
Since that day and to this, football has snowballed into something that now seems to straddle both the world of sport and entertainment with equal importance, and without it Jimmy Hill wouldn't know what to do with his Saturday afternoons. Even videogames have got in on the act, some of the very first games consoles made rather feeble attempts at recreating footie games without much success. However, these early stabs paved the way for ever more complex footie games to the point where it has become accepted that any videogames console needs a plethora of footie games – in fact more than is humanly necessary – in the same way

essential information >

Virtua Striker 2

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Sports
Release	Out Now

two players



arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	Y

awesome moment

Goal Rush! The replay option allows you to enjoy it them at your leisure!

triker 2 on 2000.1

that it also needs beat-'em-ups or driving games aplenty if it is to be considered truly successful.

Fortunately, the Dreamcast has, in a few short months, managed to accrue more than enough footie games for the discerning gamer to choose from. Unfortunately, none of the titles available seem to have managed to capture the essence of the 'beautiful game' and as such we are still waiting for *the* footie game to grace the Dreamcast. With a great sense of expectancy, *Virtua Striker 2.Version 2000.1* has stepped onto the pitch, offering, as you might expect from Sega, a more arcade-based experience than either *WWS2000* or indeed *UEFA Striker*.

Nice Bit of Dribbling!

Whether or not you appreciate this particular slant on football very much depends upon your views of how it should be represented in videogames or perhaps – and this is more likely – how much exposure you have had to any of the mighty *ISS* series of footie games. For many, Konami have managed to create the ultimate footie experience which blends speed, action and simulation almost effortlessly and as such, *ISS* has become de riguer amongst the hardcore videogaming elite. *Virtua Striker 2* though, is having none of that, and concentrates on the fast-paced, high-octane thrills and immediacy of play that is loved by many. This is none too surprising as *Virtua Striker 2* is a an arcade-perfect port over of the same game that has had punters the world over pumping their hard-earned wad into arcade machines like insatiable human versions of Pavlov's dogs.

Fast, Fun and Frenetic!

First impressions are very favourable; It is certainly one of the most visually stunning sports games that you are likely to play. In the main, the animation is very impressive and by comparison, every other footie game that you have ever played looks, well, a bit dated. Moreover, it is fast, fluid and has one of the most user-friendly interfaces of any footie game. As if it couldn't get any better, *Virtua Striker 2* also offers you a wealth of options of play from World League, Tournament, to so-called friendlies – you don't even have to play

"Virtua Striker 2 is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part!"

GAMES IMITATE LIFE!

In the Tournament mode you get to play a against four rival teams with the aim of winning a trophy. When we played as England we were not surprised to draw rivals Germany in the first group. Even less of a surprise was the result...

[4] The emphasis of the game is very obviously biased towards attacking play. [5] The computer has scored... [6] A mistimed tackle can spell disaster.[7] Levitation can be fun.

continued

web site | www.sega.com

1

[1] The Italians prepare to put one of their set pieces into action. [2] Cornering is easy, scoring however, is not. [3] Where's the ball gone? [4] The computer teams have no difficulty scoring in this situation.

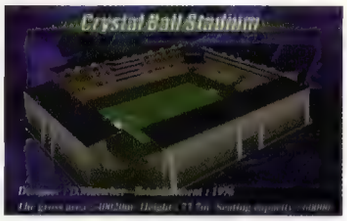
2

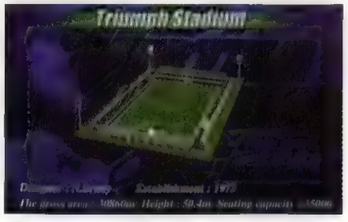
3

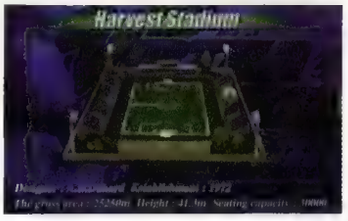
4

There's Somebody Sat There!

> Each of the five stadiums that you can choose to play in are beautifully realised – though it has to be said that a few real-life stadiums wouldn't have gone amiss...







"There can be nothing more satisfying than scoring a goal and with the replay option, you can enjoy it at your leisure!"

two halves of a game, if you prefer, you can choose just to play for a couple of minutes for a simple a knockabout. There's no doubt you will be initially bowled over by the game, so much so that you could be forgiven for thinking that you are playing one of the finest footie games ever. So that's the job done then – well, not quite...

Early Bath?

Unfortunately, whilst it is certainly pretty to look at, and certainly generally impressive, it doesn't take too long for the niggling doubts to set in. You find yourself wanting to change the weather and lighting settings, if only for a bit of variety – most of the time, you'll find yourself playing football in the sun, occasionally you might play on a floodlit pitch, but that's about it. Then the initially wondrous and intuitive control system becomes, well, a bit simplistic; where are those tricky to master, but eventually satisfying, array of moves that other footie games offer? Ultimately you are left with the feeling that *Virtua Striker 2* is all a bit too easy to play and a bit limited. These annoyances are compounded by the unconfigurable camera angle that sometimes obscures play, or worse still prevents you from seeing the goal mouth that you are trying to shoot at. Then you'll notice that the AI

5

6

[5] He's just a kick away from setting up a great goal. [6] It's injury time and Brasil are going the wrong way...

7

8

[7] The goalkeepers are useless at saving the ball. [8] A classic example of ball awareness, or lack of it. [9] Is anyone going to try tackle him?

9

is a bit ropy – goalies don't always appear to notice that the ball has stopped a mere few feet away from them and the players themselves show an alarming lack of ball awareness which tends to generate a certain amount of frustration with continued play. These flaws would be virtually unnoticeable if you were playing the game in your local arcade and it becomes clear that aside from a few tweaks and an occasional nod in the direction of home console gamer, this arcade game simply doesn't cut the mustard. This may well be a perfect arcade conversion but that isn't really good enough. Before too long you will begin to pine for a footie game that offers a little bit more challenge and gives you some sense that the developers have considered the possibility that you might just want to master the subtle nuances of the game rather than just kick a ball about. As it stands, *Virtua Striker 2* is very much a dumbed-down, diluted attempt at recreating the great game and whilst this might be fun for a while, the limitations (which are in direct contrast to the visual loveliness of the game) begin to grate.

One Touch Football?

All in all, *Virtua Striker 2* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part. Unfortunately, there's a bit too much veneer and not enough depth to withstand prolonged play – eventually you will want a much more engaging footie game. It's very much a missed opportunity; there's little doubt that if the graphics engine were coupled with an equally superfluous gaming engine you'd have the recipe for the perfect football game.

However, if you haven't been weaned on the more sim-based soccer games that have preceded this, then *Virtua Striker 2* should provide ample fun for those who just want an undemanding and simplistic kickabout.

Simon Phillips

2nd Opinion

> **Dreamcast football games have hereto been left wanting and despite some sluggish and often infuriating control, *Virtua Striker 2000* looks set to reverse that trend. It is arcade perfect and when played in the 60fps mode it is lightning quick to boot, making the action fast and even more furious and, more importantly, great fun to play. And even though there are a distinct lack of options (as a result of its arcade nature), it's perfect for a quick run around the park with your mates. Luverly stuff.**

Alex Warren

infoburst

> The Wanderers were the first football team to win the FA Cup in 1872. They also went on to win it a further four times in the 1870s.

> May Day stadium in North Korea has a capacity of 150,000 making it the largest in the world. By comparison, Wembley can seat a lowly 78,500 people.

> Pele played 1366 games in his career!

The Teams That The UEFA Cup Forgot...

> There are a couple of cool little cheats for the game where you play as aliens and snowmen. Here's how to access them.

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the team selection screen in arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan in the top left corner.

Play As MVP Royal Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly the word 'Rainbow' should be spoken and the team name will replace that of the Yuki Chan team.

Dreamcast Magazine Opinion

SCORE	DRAW
⊕ Stunning Graphics	⊖ Too simplistic
⊕ Simple control method	⊖ Annoying sound effects
⊕ Amazingly fast!	⊖ No John Motson

VISUALS	94%
SOUNDS	75%
GAMEPLAY	70%
VALUE	72%

DM Rating 78%

summing up

> A potentially great footie game that is ultimately let down by a lack of options – You'll just have to wait for *WLS*.

alternatively >

> UEFA Striker

> WLS 2000

www.gameplay.com

get more info on all our products on the web...

gameplay.com

JANUARY SALE!

All Dreamcast games £29.99 or less until January 31st!!

PRICE THE PRICE YOU SEE IS THE PRICE YOU PAY

You should find Gameplay to be the CHEAPEST supplier of computer games in the country. However, if you do find a better price, please ring us and we will do our best to beat or at least match it. On top of this, we offer a FREE 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges".

CHOICE 100's OF PRODUCTS TO CHOOSE FROM

We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

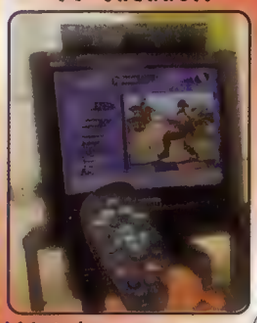
QUALITY THE BEST OF EVERYTHING - GUARANTEED!

We only sell official UK products and all items are fully guaranteed whether new or 2nd hand. Every product line that we sell has been carefully tested by our enthusiastic sales tem to ensure that it allows us to live up to our repuatation for only providing the best of everything. Any product that becomes faulty within its warranty period will be replaced hassle free, quickly and efficiently, including return postage.

SERVICE IF YOU DON'T LIKE IT...DON'T KEEP IT

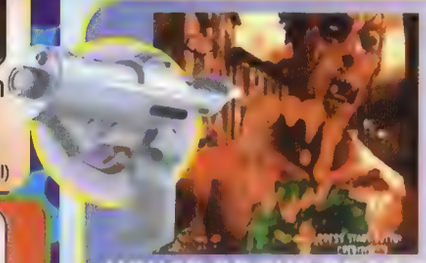
Everything is sent by first class post so delivery time is normally within 2 working days, or we offer optional next day delivery if you can't wait! Our tough cardboard packaging has been designed to ensure that your products arrive in perfect condition and our salesmen are all enthusiasts who do not make commission, so they can give you completely impartial advice. Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth! Add to this our superbly efficient technical support and customer service departments and we are convinced you will find us to be NUMBER ONE!

We've just launched our own gameplay TV channel!



Watch us now on Open....

(Available only on Sky Digital)



SEGA BASS FISHING + FISHING ROD £52.99

HOUSE OF THE DEAD 2 & OFFICIAL SEGA LIGHT GUN £52.99

CARRYCASE
only £16.99
TRANSPORT YOUR DREAMCAST EASILY AND SAFELY WITH THIS MADE TO MEASURE CARRY CASE FROM BLAZE

DREAM STATION
only £16.99
PROTECT YOUR DREAMCAST WITH THIS CUSTOMED DESIGNED STORAGE UNIT. WILL SUPPORT PORTABLE TV ON TOP!

INNOVATION! The first console to boast a keyboard to allow you to surf the internet. A recommended buy.

only £189.99

£19.99
official keyboard
plug it into your Dreamcast controller port.
- internet compatible

**you will need a keyboard to gain full benefit from internet connection.*

THE ULTIMATE [illegible] OF AMAZING 3D GRAPHICS

FREE 48hr DELIVERY TO MOST AREAS IN THE UK SUBJECT TO STOCK and SECURITY CHECKS

DREAMCAST HARDWARE BUNDLES

Dreamcast + any game of your choice + UEFA Striker + SCART cable

only £249.99

visual memory unit (VMU) **£19.99**
much more than simply a memory card.
- hi-res LCD screen
- 200 blocks of memory space
- built in D-pad and contol buttons, allows for standalone gameplay .

official dreamcast controller
ergonomic perfection, easy to use and suberbly fast response. **£19.99**
- analog thumbpad & 2 analog triggers
- digital thumb pad & 5 digital buttons
- 2 built in expansion slots

official arcade controller **£33.99**
to complete your 'arcade' at home.
- arcade stick and 6 digital buttons
- durable design
- VMU port built in.

official steering wheel
the perfect add-on for driving fans.
- gives full analogue steering.
- durable design
- VMU port built in. **£42.99**

[illegible] **£14.99**
feel every hit, crash and shot in a sensory overload.
- plugs directly into controller
- no batteries required!!

VGA box **£8.99**
plug a pc monitor and a TV into your Dreamcast.

Scart Cable **£4.99**
better quality picture and sound

BRITAIN'S LARGEST MAIL ORDER MONEY BACK

SALES LINES
0113 234 0444

SALES FAX 0113 234 0770
customer service 0113 234 0999
Sales open Mon-Fri 9-8pm, Sat 10-7, Sun 10-4

We are Britain's biggest mail order supplier of computer games! Call for your **FREE** 64 page catalogue packed with Dreamcast, PSX, N64, DVD and PC CD ROM!

UK DREAMCAST GAMES

Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.

Aero Wings	RRP £39.99	£29.99
Armada	RRP £39.99	£29.99
Blue Stinger	RRP £39.99	£27.99
Buggy Heat	RRP £39.99	£29.99
Cool Boarders	RRP £39.99	£29.99
Dragon's Blood	RRP £39.99	£29.99
Dynamite Cop 2	RRP £39.99	£29.99
Fighting Force 2	RRP £39.99	£29.99
Formula 1 Racing	RRP £39.99	£29.99
House of the Dead 2	RRP £39.99	£29.99
House of Dead 2 & Gun	RRP £59.99	£52.99
Hydro Thunder	RRP £39.99	£29.99
Incoming	RRP £39.99	£29.99
Jimmy White's Cueball	RRP £39.99	£29.99
Marvel vs Capcom	RRP £39.99	£29.99
Millennium Soldier	RRP £39.99	£29.99
Monaco GP Sim 2	RRP £39.99	£29.99
Mortal Kombat Gold	RRP £39.99	£29.99
NBA 2000	RRP £39.99	£29.99
NBA Showtime on NBC	RRP £39.99	£29.99
NFL Blitz 2000	RRP £39.99	£29.99
NFL Quarterback Club 2000	RRP £39.99	£29.99
Pen Pen	RRP £39.99	£29.99
Plasma Sword	RRP £39.99	£29.99
Powerstone	RRP £39.99	£27.99
Psychic Force 2012	RRP £39.99	£29.99
Ready to Rumble	RRP £39.99	£29.99
Red Dog	RRP £39.99	£29.99
Re – Volt	RRP £39.99	£29.99
Resident Evil 2	RRP £34.99	£27.99
Roadsters	RRP £39.99	£29.99
Sega Bass Fishing & Rod	RRP £59.99	£52.99
Sega Rally 2	RRP £39.99	£29.99
Shadowman	RRP £39.99	£29.99
Snow Surfers	RRP £39.99	£29.99
Sonic Adventure	RRP £39.99	£29.99
Soul Calibur	RRP £39.99	£29.99
South Park Luv Shack	RRP £39.99	£25.99
South Park Rally	RRP £39.99	£29.99
Speed Devils	RRP £39.99	£29.99
Streetfighter Alpha 3	RRP £39.99	£29.99
Suzuki Alstare Racing	RRP £39.99	£27.99
Take the Bullet	RRP £39.99	£29.99
Tee Off	RRP £39.99	£29.99
Tokyo Highway Chall'	RRP £39.99	£29.99
Toy Commander	RRP £39.99	£29.99
Trickstyle	RRP £39.99	£29.99
UEFA Striker	RRP £39.99	£27.99
Vigilante 8 2nd Offense	RRP £39.99	£29.99
Virtua Striker 2	RRP £39.99	£29.99
Virtua Fighter 3tb	RRP £39.99	£28.99
Worldwide Soccer	RRP £39.99	£29.99
Worms Armageddon	RRP £39.99	£29.99
WWF Attitude	RRP £39.99	£29.99
Zombie's Revenge	RRP £39.99	£29.99

NEO GEO POCKET COLOUR £51.99

The Neo Geo Pocket Colour is a 16-bit handheld machine capable of showing 146 colours (colour Gameboy is only 8-bit and has 56 colours). It offers real time gaming, a unique control stick for arcade style gaming and is COMPATIBLE WITH DREAMCAST!™

Handheld console . . £51.99
Available in Anthracite, Aqua Blue, Blue, Clear, Platinum Silver and Stone Blue.

All the following Neo Geo Colour games are £19.99:
Bio Motor Unitron, Crush Roller, Fatal Fury, King of Fighters™, Metal Slug, Neo Cherry Master, Neo Dragons Wild, Neo Geo Cup, Neo Mystery Bonus, Neo Turfmaster, Pacman, Pocket Tennis, Puzzle Bobble Mini and Samurai Showdown.

Link Lead £9.99
Mains Adaptor £18.99

MONEY BACK GUARANTEE*

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery.
(We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)
*your statutory rights are not affected

- **ORDER WITH CONFIDENCE** from one of the largest games suppliers in the country. Over 325,000 customers so far!
- **1st class delivery free of charge** to UK mainland. We provide the **FASTEST** delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock). Payment via cheque please allow 8 working days for cheque clearance.
- **1000'S OF TITLES.** We also stock games and accessories for PSX, N64 & other consoles, PC CD ROM and DVD.
- Other companies may take your **MONEY** immediately but with Gameplay you will be safe knowing that ***your credit card will not be debited until your order is despatched!***
- Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

gameplay.com

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME: ..... HAVE YOU ORDERED BEFORE? YES / NO

ADDRESS: .....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. (SWITCH ONLY) ☐☐

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD **£1.00** HERE FOR EXPRESS CLEARANCE*	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item	P&P £
	TOTAL £

Cheques payable to 'Gameplay'.
Prices correct at time of going to press E & OE.

DM(2)

* UNFORTUNATELY, EXPRESS CHEQUE CLEARANCE CANNOT BE USED FOR BUILDING SOCIETY CHEQUES

SENT TO PRESS 2/1/2000

SUPPLIER OF COMPUTER GAMES!
GUARANTEE

Also available:

web site | www.capcom.com

The zombies are back in town and this time they're even more bloodthirsty and bent on destruction than ever before.

Resi

Imagine, if you will, a street deserted of life except for a few rats scurrying around a pile of decaying bodies in the dingy light that is radiating from a street lamp and a yellowed moon. Then the silence is broken by a shrill cry for help followed by a groan and other equally unpleasant noises. The rats run for cover as a herd of fleshless bodies appear carrying a fresh kill, the blood still trickling from the wounds as they throw it onto the ever growing pile of corpses. It would seem that a feast is in the offing for these undead creatures, such is their vile habits. Only one game could be so gruesome in depicting such a scene, and it's a scene which has been seen many times before. It could only be *Resident Evil 2*.

The *Resident Evil* series has a legacy for ever increasing amounts of blood,

Leon Kennedy

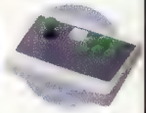
Leon is a rookie cop straight out of training school and is unfortunate enough to get detailed to Raccoon City for his first assignment – lucky him! Fortunately though, Leon's is the easier of the two missions and with a suitable arsenal of weapons he's not going to have too much trouble finding his way out of trouble.

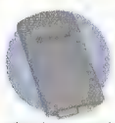
essential information

Resident Evil 2

Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Adventure
Release	February

one players


arcade stick


vibration pack

visual memory

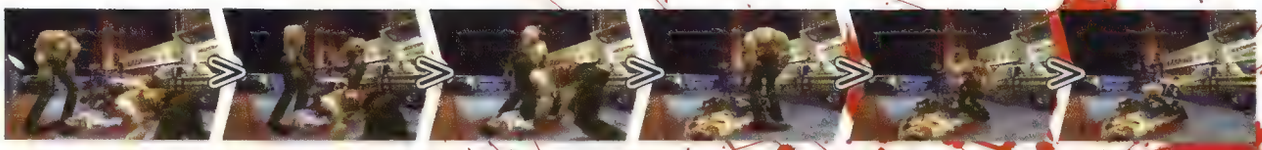
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

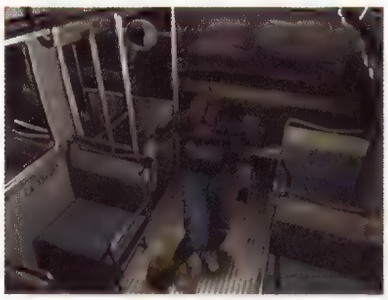
As well as displaying the games logo the VM displays the number of bullets left in your gun as well as your health level – which is all rather helpful.

awesome moment

It's all blood and gore, and there's nothing more satisfying than that.



dent Evil 2



guts and rotting flesh, more so than any other game, on top of that there's all the killing and blood baths. But *Resident Evil 2* won't go down in the history books just for its gruesome contents but rather its spine-chilling storyline, its gripping and often horrifying gameplay which is ably transferred onto this Dreamcast version. Unfortunately though, it is just a straight port over of the version which has been bandied around all the other consoles and PC, and that's all it is, no more and certainly no less. There are no more thrills and spills or even kills than seen elsewhere and unless you're completely new to the game there's little point in parting with your hard-earned cash for this one.

Those familiar with the game will recognise the familiar format of wandering, shooting and solving puzzles – that's Survival Horror for you. Simple, primitive, perhaps even sick but always fun. Everyone has a masochistic streak deeply rooted inside of them and all *Resident Evil 2* does is appeal to these innermost desires and exploit them. But, you know, if it's fun and does the job, then who the hell cares? You must embark on your mission of survival as one of two characters: Leon Kennedy who is a rookie cop on his first day at work (tough first day kid!) or Claire Redfield who has innocently come in search of her missing brother. With your character chosen you must then set about the real task of escaping the zombie-infested town and saving your own skin as well as anybody else's you come across.

"The Resident Evil series has a legacy for ever increasing amounts of blood, guts and rotting flesh, more so than any other game..."

1

2

Claire Redfield

Claire has innocently walked into the zombie filled nightmare of Raccoon City in search of her missing brother (you'd have thought that she'd have heard of the infestation and stayed away). But she is a tough cookie and can easily look after herself with her pistol, knife and bow-gun tucked away in her really short shorts.

infoburst

Extra information

- *Resident Evil 2* has been released on the PlayStation, PC as well as the Dreamcast and is soon to be found on the N64.
- Finishing the game with a high ranking score will unlock two hidden scenarios.
- *Resident Evil Code: Veronica* will soon be taking the series to a whole new level of blood and guts.

3

[1]+[2] The game is full of various puzzles for you to solve. [3] He knew he'd put that piece of paper somewhere, but he just couldn't remember where. [4] Nice shot.

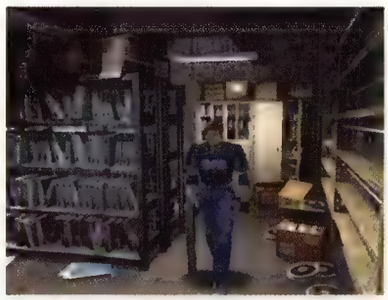
4

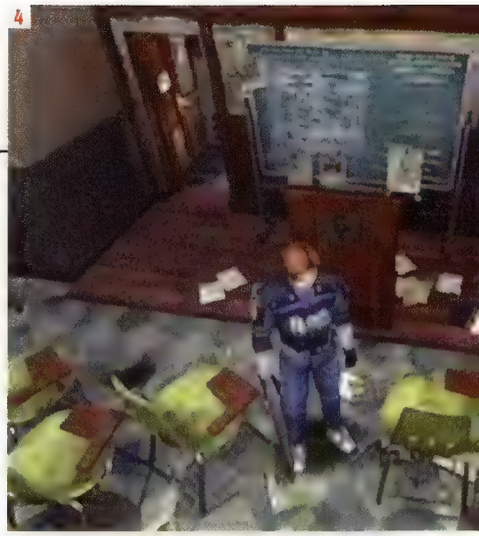
continued

continued

1

web site | www.capcom.com



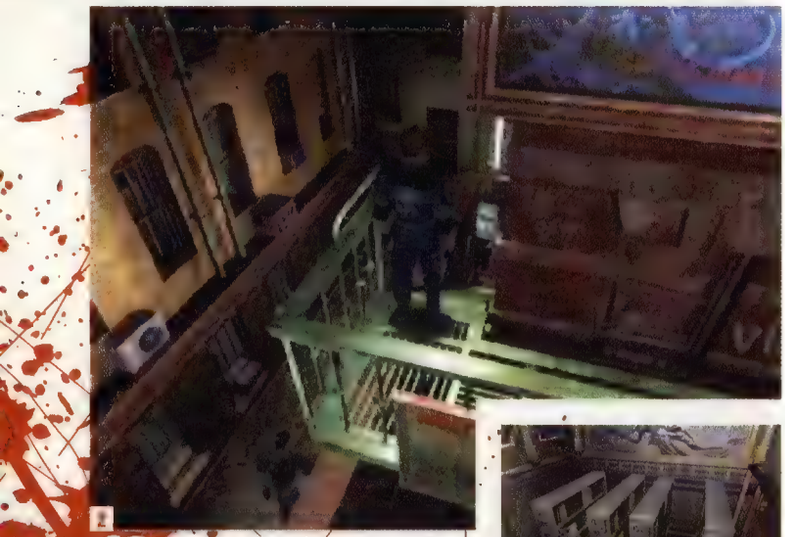


4

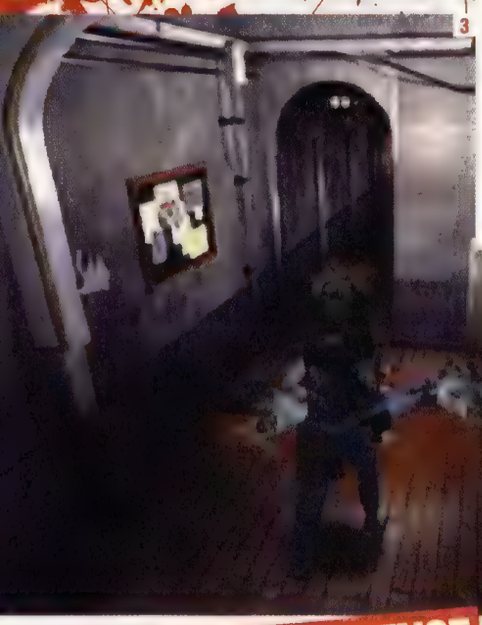
Zombie's Revenge

However, it's not the storyline, or the game's premise that's the problem. The problem (and ultimately the Achilles heel of this game) lies with the distinct lack of addictive gameplay and lacklustre graphics – both of which are testimony of the game's earlier incarnations. The fact that it is a direct port means that the graphical capabilities of the Dreamcast aren't even remotely tested and that the game looks positively mundane when compared to games which have been specifically developed for the Dreamcast. It's not that the graphics are particularly awful, because they're not, it's just that they look somewhat dated and out of place on the Dreamcast. After all, this is new technology, so why not use it? That said, the cinematic camera angles that are used throughout the game are impressive in creating an atmosphere and ambience that befits such a chilling game, but in themselves they bring their own complications. The main problem is that because the camera angles keep changing, it slows down the whole game and any sense of urgency to get out of Raccoon City before it is completely destroyed. Subsequently, any enjoyment that would otherwise have been derived from the gameplay is lost in a sea of blood and floating flesh. You should feel compelled to make good your escape but this isn't the case as the game plods along at what seems like a snails pace. This is a great shame as if the action was even fractionally more sprightly than it is, then the it might have stood a chance. As it is, it doesn't.

However, despite the camera angles obvious failings they do create a mood redolent of a million cheesy horror

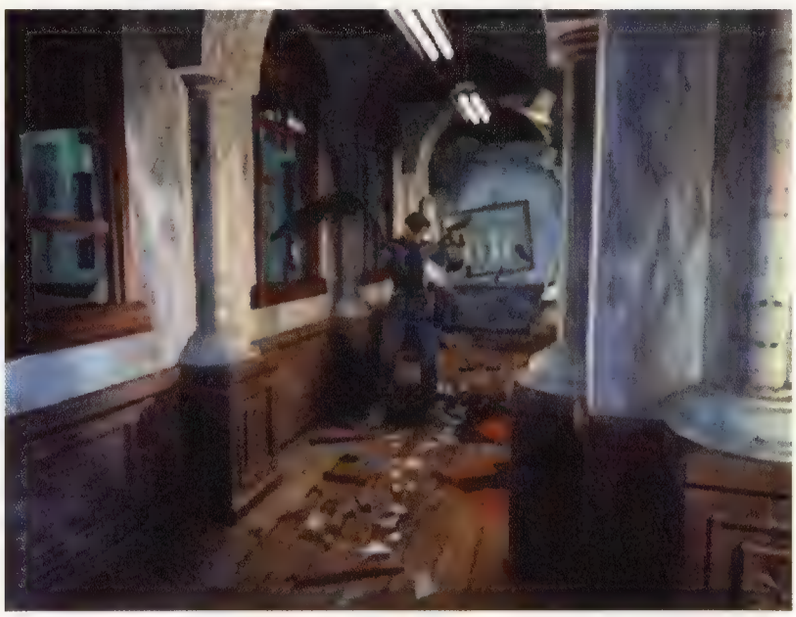


2



3

[1] Use the typewriters to save your position in the game. [2] The cinematic camera angles used throughout give a real sense of suspense. [3] Don't mess with me, or you're next!

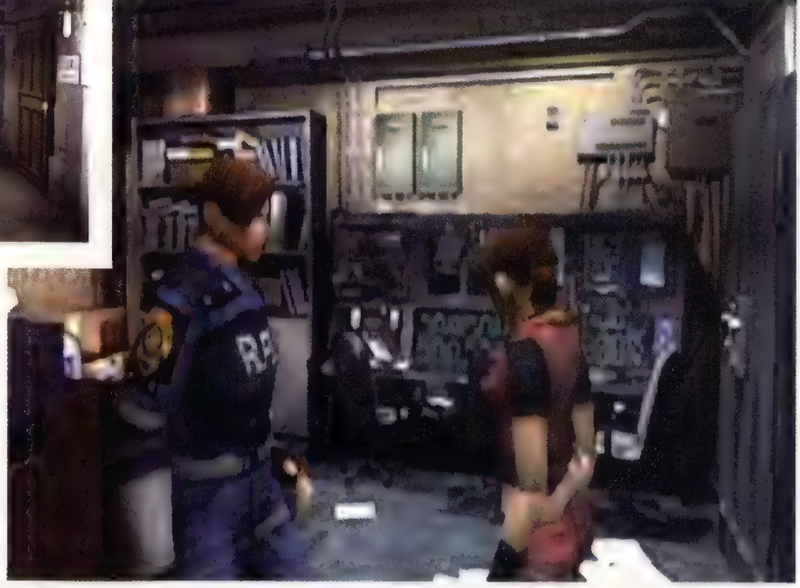


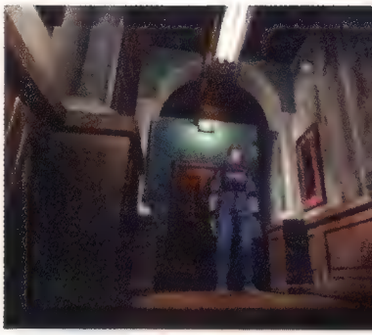
SPOT THE DIFFERENCE

Resident Evil 2 has now gone full cycle with appearances first on the PlayStation then the PC and now the Dreamcast, with a version out on the N64 early next year. But can you spot the difference between the picture quality?

5

[4] The environments look really impressive throughout the game. [5] All of a sudden the cops turned nasty.





movies, a mood that is captured almost perfectly by an equally creepy soundtrack. The actual sound effects of zombies gorging themselves on their latest kill might not *quite* reach the same level, but they do enough to send shivers down your spine. But that isn't quite enough. We all love shooting the crap out of lurching zombies and watching their brains splatter on the wall, and although that's what *Resident Evil 2* primarily offers, it doesn't do it very well or even satisfactorily – it certainly isn't comparable to House *Of The Dead 2* in the creepiness department.

Ultimately, this is not a new game, let alone ground-breaking, and by releasing it on the Dreamcast they're taking gaming a step back rather than a step forward. This was a great game on the PlayStation and PCs but for the Dreamcast it's anything but.

The most galling aspect of this release on the Dreamcast is the fact that you just can't help but feel that it serves no purpose other than that of warming the expectant audience for the imminent arrival of *Code: Veronica* in the near future, and to make a quick buck. If this is the case, then Capcom are doing themselves no favours and are indeed cheapening the whole franchise. But then that's multinational corporations for you.

Alex Warren

2nd opinion

I've never really understood the popularity of *Resident Evil*. As Alex rightly points out, there are few games that could get away with such dodgy camera angles by passing them off as being part of the atmosphere of the game. Certainly *Resident Evil* is scary, it's even atmospheric but surely, this is an unnecessary, perhaps even damaging release for the Dreamcast – is there any gamer out there who hasn't already played at least one version of *Resident Evil*? Exactly. As such, you would be better advised to wait for *Code: Veronica* if it's killing zombies that gets you through the night.

Simon Phillips

Dreamcast Magazine opinion

SLICKERS	LICKERS
⊕ Two characters, two stories – longevity	⊖ Terribly slow loading times
⊕ High blood and death count	⊖ The sound effects are rudimentary
⊕ Atmospheric camera angles	⊖ Gameplay is too slowly paced

VISUALS	74%
SOUNDS	67%
GAMEPLAY	68%
VALUE	82%

DM Rating 73%

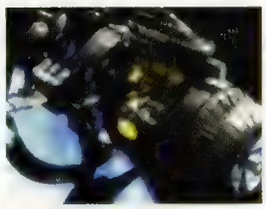
summing up

Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast. Think of it as a precursor for the undoubted might of *Code: Veronica*.

alternatively

- Shadow Man
- Resident Evil Code: Veronica

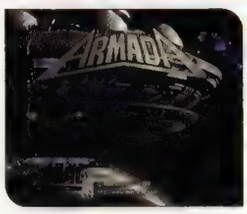
web site www.metro3d.com



Dreamcast magazine ULTRA

essential information

Armada



Publisher	Acclaim
Developer	Metro3D
Origin	USA
Price	£39.99
Genre	Strategy/ Shoot-'em-up
Release	Out Now

four players

arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Armada

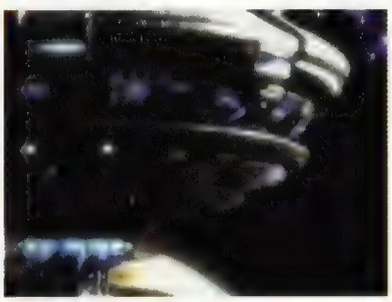
Space... the final frontier. *Armada*... the first RPG shoot-'em-up?

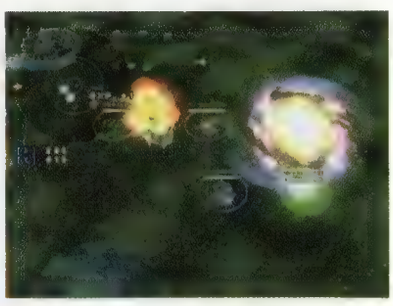
Get your trigger-finger into training as you're going to need it with Metro3D's excellent blastfest, *Armada*.

We went into *Armada* with our eyes wide open, after all, DREAMCAST MAGAZINE first saw it at the E3 videogame trade show back in May 1999 – so, we knew it wasn't going to win any awards in the ground-breaking, next gen graphics category. However, in spite of first impressions – along the lines of "It's *only* a top-down shoot-'em-up... that is *so* early-Nineties!" However, it offers the kind of depth sorely lacking in the majority of its contemporaries. Gameplay-wise, imagine *Asteroids* smoothly blended with *Elite*, flavoured with a smattering of RPG elements, garnished with a serving of TV's *Star Trek: The Next Generation*, and spiced up with a dash of *Colony Wars*. Sounds like quite a heady brew, doesn't it?

Essentially, you need to blast the crap out of the titular Armada, a biomechanical race of aliens, apparently intent on the destruction of the Allied Races. The latter are the six evolutionary off-shoots of humanity – Terran, Nomad, Eldred, Scarab, Drakken and Vorgan – who, to avoid extinction, have put aside their individual differences to combat the Armada threat. Hence the *Star Trek* connection, as characteristically, the Nomads could just as easily pass for Klingons, the Vorgans for the Vulcans, the Terrans for the Federation, and the Scarab for the Borg.

That's the perfunctory storyline gubbins out of the way, now let's get to the meat and two veg of the game. The first thing





IN THE BEGINNING

The FMV backstory that introduces you to the *Armada* universe relates the sorry tale of how, after 10,000 years of evolution, the off-shoot clans of Earth came under fire from the Armada. Can you help turn the tides of the conflict, and bringing the collective tribes of humanity back from the brink?

awesome moment

You're surrounded by the Armada, and under heavy fire... unleash a power pod!

1

[1] The different species of Armada have their own unique attacks... check out this freaky lightning-strike critter. That's gotta' hurt! [2] The credits you pick during combat will allow you to buy some goodies at the space stations dotted around the star system. [3] Calamari anyone?

you need to do after watching the introductory FMV is pick which race you want to play as. Apart from the obvious differences in physical appearances, each race has certain different abilities and strengths unique to their creed. For instance, the Eldred gain bonus experience points for their kills, whilst the Terrans can utilise twin homing rockets, and the Nomads have manufactured a rather useful beam weapon.

Deep Space Four

Check out the screenshots – it looks like a glossy, technicolour *Asteroids*, right? Basically, yes. You fly around an expansive universe, shooting the constantly replicating Armada in all its small and terrifyingly huge forms. The debris left by dead Armada relinquishes credits (a form of currency), and scanning it by pressing the X button can also give up some handy goodies (like replacement power pods). Credits mean that you can buy more powerful weaponry at the Allied Starbases dotted around the gaming universe, and the game also uses the RPG principal of experience points. These are earned through combat and the successful completion of missions, and accruing enough EPs help you travel up a level. You'll find that the more levels you achieve, the better the ship you have.

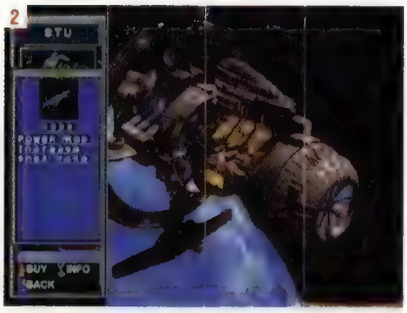
Running headlong into an Armada guardian (aka, a BIG bad guy) could result in a quick and painful death... or since you never actually see a Game Over screen (after losing three lives, you are returned to your home planet), perhaps that should be 'regeneration' rather than death? No, the best thing to do, if the odds look stacked, and your weaponry appears inadequate, is to hike it off into a different quadrant and start racking up some smaller kills. Jump up a few experience levels and you'll wonder why you had so much trouble in the first place. Rather than just randomly blasting the crap out of the Armada, you can, for instance, also earn experience points by running interference and protecting a convoy. The trick to successful progression is not to be daunted by the sheer size of the gameplay universe, and to get out there and explore.

The radar screen in the top left of the screen keeps you informed of incoming Armada, Allied forces, starbases and planets, as well as the locations of mission objectives. You shouldn't get lost, as the bottom left of the screen has a handy directional arrow and co-ordinate countdown which, combined, guide you in the right direction.

The good news is that you're not on your own, as there are other mavericks out there in the big, bad universe who are more than eager to team-up with you. More often than not, they'll find you, and a quick scan to initiate conversation will mean that they'll be stuck to you like glue until they're dead. Mind you, for those of us who prefer a bit of human company, *Armada* allows up to four human players to duke it out together. You can save your character on a VM and bring it to a new game, either at home or round a friend's – this means that you can attempt to impress each other with your high-level characters within the same game environment.

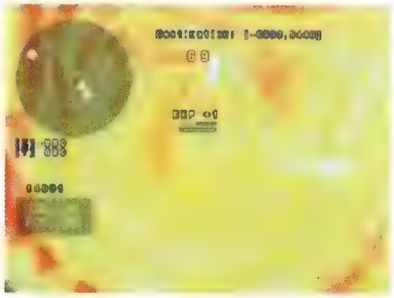
The multiplayer aspect shows no slowdown when the action get hectic and the gorgeously rendered explosions are

"In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries!"



2

3



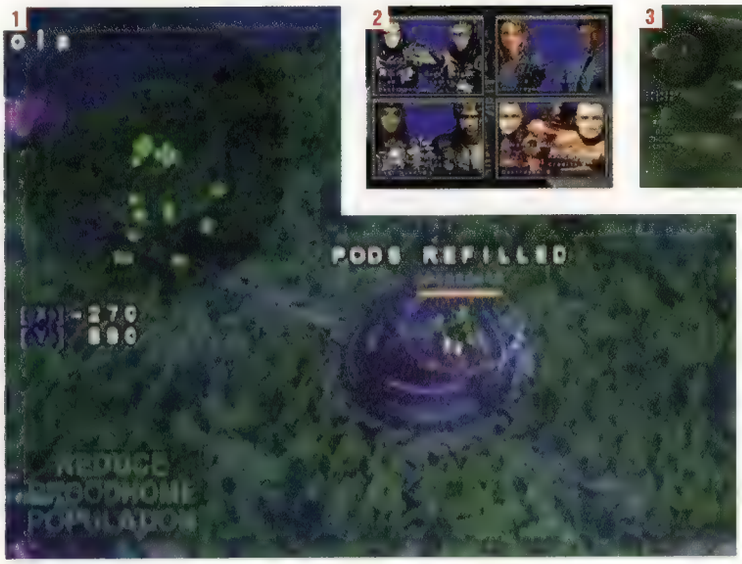
5 6 7 8

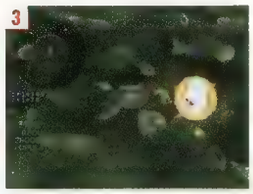
infoburst

- *Armada* is arguably the first ever RPG shoot-'em-up, and the first ever Dreamcast RPG.
- According to the Collins English Dictionary, an Armada is a 'large number of ships or aircraft'.
- *Armada* was originally going to include an online gaming option, but it was pulled because Sega couldn't get it sorted in time.
- The next Dreamcast game from Metro3D is the spookily-titled *Dark Angel: Vampire Apocalypse*.

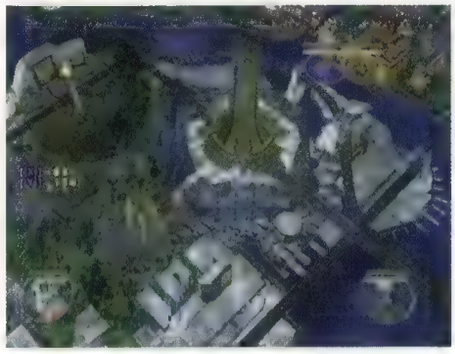
continued

continued >





[1] A return trip back to Allied Command will allow you to top-up your armour as well as replenish your power pod supplies. [2] In the multiplayer option, up to four players can create a character or load up a previously saved one from their VM. [3] The further and deeper into the star system that you go, the nastier the strains of the Armada become.



literally lighting up the screen (just like in the one-player, in fact). Another point worth noting is the excellent voice acting, which tends to be notoriously naff in videogames, but not so in here.

The Armada Strikes Back

So, we've covered the good stuff, but what about the obligatory negative aspects? First off, and this isn't Metro3D's fault, there is no Net access, thanks to Sega not getting the Net-gaming option ball rolling. However, since Metro3D apparently intended to include this feature from the outset, it leaves it down to the requisite follow-up to pick up the online gaming gauntlet.

Also, one of the first things you'll say when getting to grips with the initially tricky control system is, "Where's the bloody reverse option?" Hacking it through space will inevitably land you in the midst of an Armada squadron, and whilst sometimes you'll want to cut straight through them, there is occasionally a definite need to slam on the reverse thrusters. Except there isn't any. Something else for the sequel then, Metro3D?

There is a lack of variety in the shooting aspects, too, which could have been broken up by the addition of a few mini-games: travelling to a space station within a time limit, or creating a minefield to impede the Armada's progress, are a couple of suggestions.

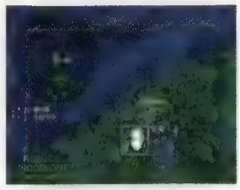
It is by no means perfect, but *Armada* has that seemingly elusive longevity factor, largely thanks to its stylish multiplayer option. Fans of the no-nonsense retro shoot-'em-up antics found in the likes of *Asteroids* and *1942* will doubtlessly enjoy *Armada*. Particularly as the added depth from the RPG elements encourages you to come back to try out the other missions.

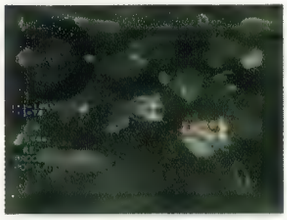
Variety is the spice of life, and a naff cliché it may be, but variety is exactly what the Dreamcast needs if it is to appeal to as many gamers as possible. Whilst *Armada* is an acquired taste (you will most definitely fall in either the 'love it' or 'hate it' camp) it is nonetheless a top-notch Dreamcast debut from Metro3D which bears all the hallmarks of a console classic.

Stuart Taylor

IT'S GOOD TO TALK!

> The high-ranking members of Allied Command are there to offer you advice, top up your armour and power pod supplies, as well as giving you new mission co-ordinates. This involving atmosphere soon helps you feel like you are part of a space soap opera, like an episode of *Star Trek: The Next Generation.*





Dreamcast Magazine Opinion

ASTEROIDS	PILES-DOH!
⊕ Huge adventure	⊖ Limited variety
⊕ Cool voice-acting	⊖ No music!
⊕ Gorgeous explosions	⊖ Can be repetitive

VISUALS	88%
SOUNDS	88%
GAMEPLAY	80%
VALUE	92%

DM Rating 91%

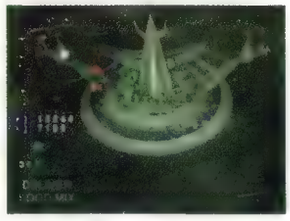
summing up

> What *Armada* lacks in variety, it makes up for with its sheer depth. Metro3D has put together a clever blend of shoot-'em-up and RPG elements, that you will either love or hate. No middle ground on this one.

alternatively >

> Millennium Soldier: Expendable

> Worms Armageddon



2nd Opinion

> On first sight *Armada* might seem to be a tad daunting, but you needn't heed your first instincts as once you've been playing for an hour or so you'll wonder what you were worried about. Being dropped in the middle of space and having to shoot down a plethora of incoming alien ships is reminiscent of the classic arcade game *Asteroids*, but there's a whole load more to it than plain shooting action – you need your brains too. With the addition of a multiplayer mode *Armada* is definitely a title that is worth a having a sniff at, but might ultimately might prove to be the preserve of the more patient and involved gamesplayer.

Alex Warren

We'll beat the price of any UK Dreamcast game. Guaranteed.

simplyGAMES

the best games
the lowest prices
0800 169 2304

Dreamcast

PC games

games from: **£29.99**
peripherals from: **£19.99**
dedication to gamers: **free**

Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.com

web site | www.ubisoft.com

Evo
World Of

Storyline, battles, puzzles, adventuring – it's the first RPG on the Dreamcast.

Evolution opens in true *Indiana Jones*-style as you join Mag and Linear, two young adventurers, just as they are about to complete their latest quest and discover the treasure that they've come in search of. But just as they kill the final sentinels guarding the treasure, none other than Chain Gun, Mag's arch rival, appears before them claiming the treasure as hers and netting the glory. Don't you just hate it when that happens? But more to the point, what the hell's going on?

Revolution

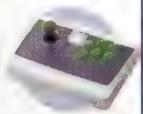
Having been thrown in at the deep end before you even know what you're supposed to be doing may not be the best way to start a game, but at least you're straight into the action – and

essential information

Evolution

Publisher	Ubi Soft
Developer	Sting
Origin	Japan
Price	£39.99
Genre	RPG
Release	25 February

one players


arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Although there is no mini-game as such, the VM does display each of your chosen characters health bars, just in case you missed them on the screen.

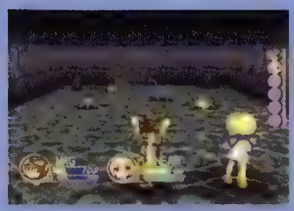
1

2

3

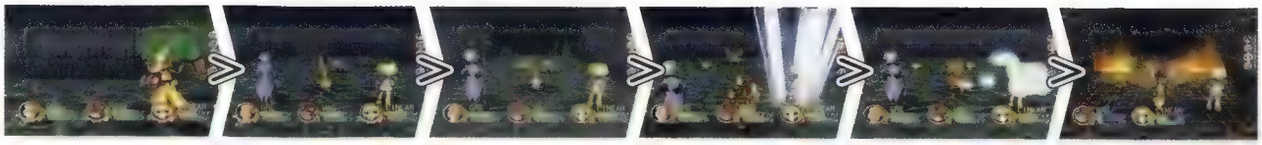
4

[1] Mag thought he'd try his luck with Linear and took her to his bedroom. [2] A hazy mist came all over the young adventurers. [3] Mag didn't appreciate being jumped on and snogged to death. [4] The animals that you encounter in the dungeons are vicious little sods and will whip you into shape.



awesome moment

The light sourcing when spells are cast is a great feature of the game.



lution
Sacred Device

5

6

[5] Wait till you see the whites of their eyes boys. [6] The dungeons are massive mazes. [7] Linear gets out her frying pan for battle.

7

infoburst

Extra information

- *Evolution* is the first RPG on the Dreamcast
- The game is set in the Thirties when the mystery and fantasy of archaeology was en vogue
- The game features 150 huge multi-level dungeon environments which are randomly generated every time the game is played.
- Each character has 20 to 50 different abilities that must be mastered

anyway it's easy enough to pick up what's going on. The aim of the game is to find as many archaeological artefacts and as much treasure as you possibly can within the ruins surrounding the town of Pannam so that you can repay the debt that is owing to the Society, a world-wide adventurers guild. This debt has been accrued as a result of Mag's own failures and those of his father, Asric Launcher who is now missing, lost in action. Asric never returned from his search for a legendary artefact known as Evolutia, and it is your job as Mag to ultimately find this artefact with the help of his friends (Linear, Gre Naid the Butler, Chain Gun and Pepper Box) and to pay off the outstanding debt, all the while uncovering mystery after mystery.

So, with another failure under the belt, you must take Mag back to Pannam and the Society to face the music and to be assigned yet another adventure. There's a choice of five different surrounding ruins to be explore: The Shades, Sheol, Descant, Blind and Heaven Ruins – all of which are vast in their expanse, with between ten and twenty different levels in each one... as well as being full to bursting with a whole host of nasty little beasties which must be slain. Worse still is the simply giant-sized bosses at the end of each level, and you will need all your guile and skills if you are to succeed in your mission. With assignment chosen you can then wander around town where to interact with all the people there (they will give you useful advice and tips) as you go about building up supplies for your journey underground, before heading for your plane and flying to the chosen ruins (just like Mr Jones).

Linear is your constant companion throughout the adventure but you are allowed to choose one of the other aforementioned three as a third party member. Each character has his (or her) own special skills and you will need to use them all at some stage if you are to progress through the dungeons and succeed in your quests. The central items of the game, however, are the ancient relics known as Cyberframes, a weapon that combines fighting and magical

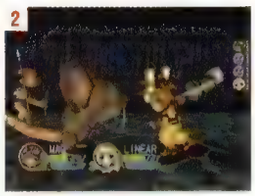
"Evolution is great fun to play once you've allowed yourself to be swallowed up by the whole archaeological crusading thing..."

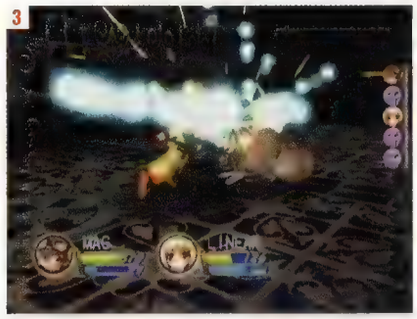
continued>

web site | www.ubisoft.com

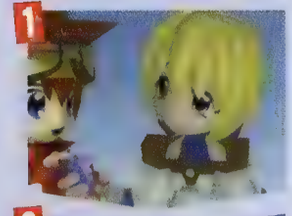
DR JONES I PRESUME?

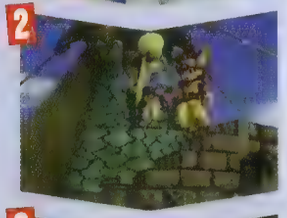
> *Evolution* is just like an *Indiana Jones* film and Mag a young version of the hero himself. Nothing highlights this more than the opening sequence where we see our young hero escaping death by the narrowest of margins by performing a typically Jones like escape... with a girl on his arm of course!

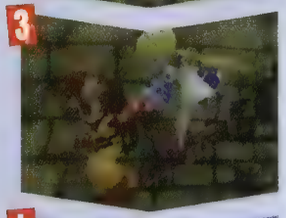


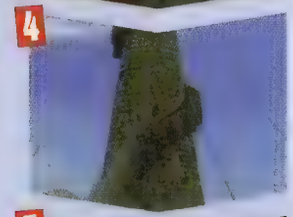


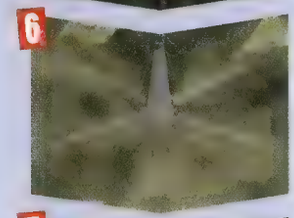
[1] The world of Evolution all mapped out. [2] Anything wearing an ear-ring has got to be hard. [3] Burn in hell you evil creatures. [4] Let's do the timewarp again.

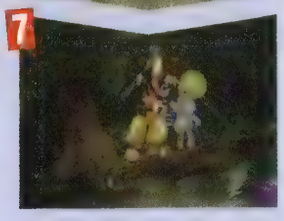












qualities. Both Mag and Chain have them and as the game progresses their power is further revealed as extra parts are found in dungeons, transforming the Cyberframes into the ultimate weapon.

Wanderlust

As RPGs go, *Evolution* is a fine first effort for the Dreamcast although there is obviously room for improvement for future products – indeed the second instalment is already on its way in Japan. For the most part the graphics look really good with some effective and smooth camera action, and this is something which is complimented with some superb control. The gameplay is all that you would expect from an RPG, it is split into two different parts – one for exploring and one for fighting. Once you've spent half an hour indulging in the wonderfully rendered environments (be they the serenity of Pannam or the darkness and creepiness of the ruins and dungeons) you won't want to pull the plug until you've found as much treasure as you're able to cram into your pockets. The actual battles aren't just random affairs either, as you must put on your thinking cap and play tactics, using each of your character's special skills to maximum advantage so that you don't end up 'exhausted' and having to be saved from the ruins by the ever watchful Society.

The dungeons of the ruins are full of all sorts of spells and items which can be used throughout the game and especially in battles, hidden away in chests which are liberally scattered around the various levels. The whole idea of a young adventurer is reminiscent of *Zelda* as are the magna-styled graphics and musical accompaniment and, although *Evolution* isn't nearly as huge in its expanse, it is still great fun to play once you've allowed yourself to be swallowed up by the whole archaeological crusading thing. However, there are around 150 different levels, which are generated randomly so that technically you should never play the same game twice, or at least never do the dungeons in the same order.

More importantly, the game is tethered so that you are made to get involved with the characters, to sympathise and rejoice with them, making *Evolution* a genuinely good RPG and one that's definitely a worthy opening gambit for Dreamcast RPGs. What's more, *Evolution* is a game which will appeal not just to hardened RPG fans due to its engaging nature and alluring story. It is less demanding than most RPG games and easier to follow and therefore opens the genre up to a whole new type of gamer which can only be a good thing. If this is a sign of the way that RPGs are headed and evolving on the Dreamcast then we can expect great things in the future. But then no one ever could stop evolution from taking its natural course.

Alex Warren

2nd opinion

> RPG fans can finally rejoice safe in the knowledge that the Dreamcast has been bestowed with a rather promising effort. Admittedly, this is not the sort of game that will have you climbing up the wall because of the tricky puzzles and hard challenges that RPG veterens are used to. However, *Evolution* is best seen as an enjoyable distraction that promises much in that the sequel which addresses many of the flaws of the original must surely be on the way. Nevertheless, *Evolution* is a great entry-level RPG with just enough to keep fans of the genre happy. Not ground-breaking, just good old-fashioned fun.

Simon Phillips

[5] You meet some weird looking creatures down in the depths of the dungeons. [6] It could be Aliens all over again, with these vile face suckers.

Dreamcast magazine opinion

EVOLVED	DEVOLVED
⊕ Great story that will get you hooked right from the start	⊖ Dungeons/ruins can get repetitive
⊕ Well rendered graphics that are a delight to the eye	⊖ There aren't enough save points
⊕ It's an RPG!	⊖ Takes too long to get through the opening dialogue

VISUALS	86%
SOUNDS	78%
GAMEPLAY	80%
VALUE	74%

DM Rating 80%

summing up

> As far as RPG's go *Evolution* certainly isn't the greatest the world has ever seen, but it is undeniably great fun to play and completely indulgent.

alternatively

> Resident Evil 2

TELEGAMES

ESTABLISHED FOR OVER 20 YEARS

UK'S LARGEST NEO GEO STOCKISTS

CHRISTMAS AND MILLENNIUM BARGAIN OFFERS FROM TELEGAMES

If you want PlayStation • Nintendo 64 • Saturn games or consoles - we can supply all your needs - now and in years to come. We are probably the only company in the world still supplying and repairing games for all these systems. • 32x • PC Engine • Neo Geo Pocket • Sega Dreamcast • Neo Geo • Lynx • Megadrive • Nintendo • Colecovision • Atari 2600 • Mega CD • Intellivision • Gameboy • Neo CD• 300 • Atari 7800 • Game Gear • Jaguar • Super Nintendo • Master System etc.

N64
GAMES CONTROLLER + DOOM £25.00
CONVERTOR £5
EXTENSION CABLES £3 OR 2 FOR £4

NINTENDO 64
+ 2 GAMES & CONTROLLER
NOW ONLY £79.99

THE WORLD'S 1ST 16 - BIT COLOUR HAND HELD CONSOLE FROM ATARI

IS NOW THE CHEAPEST AT **£29.99** WITH 2 GAMES - BATTLE WHEELS + ULTIMATE CHESS CHALLENGE + FREE POWER SUPPLY UNIT

DOZENS MORE GAMES FROM £9.99 - OR ANY 3 £9.99 GAMES FOR £20

CRYSTAL MINES 2	£9.99	BASKETBRAWL	£9.99	DIRTY LARRY	£9.99
KUNG FOOD	£9.99	ISHIDO	£9.99	HYDRA	£9.99
POWER FACTOR	£9.99	RAMPART	£9.99	TOURNAMENT CYBERBALL	£9.99
STEEL TALONS	£9.99	ROBOTRON	£9.99	JOUST	£9.99
SWITCH BLADE 2	£9.99	SHADOW OF THE BEAST	£9.99	PITFIGHTER	£9.99
ULTIMATE CHESS CHALLENGE	£9.99	XYBOTS	£9.99	SUPER SQUEEK	£9.99

NEW GAMES THIS YEAR FOR LYNX IN STOCK NOW - RAIDEN, LEXIS, T-TRIS, SIMIS, HYPERDROME, SOKOMANIA, FAT BOBBY, PONX, BUBBLE BUBBLE, S.F.X SOUND

•JAGUAR SPORTS PAK 3 GREAT SPORTS GAMES, PLUS 4 PLAYER ADAPTOR, PLUS 4 JOYPAD CONTROLLERS
•FEVER PITCH SOCCER - TROY AIKMAN AMERICAN FOOTBALL- WHITE MEN CAN'T JUMP BASKETBALL* **£65.00**
*CD NOT INCLUDED

•TURN YOUR JAGUAR INTO A CD PLAYER WITH THE JAGUAR CD UNIT. THIS EXTRA SPECIAL OFFER COMES WITH 5 FREE CDS. ONLY £75.00*
•PUT BOTH THESE SENSATIONAL PAKS TOGETHER AND SAVE EVEN MORE - JAGUAR SPORTS PAK + CD OFFER ONLY **£125.00** *JAGUAR NOT INCLUDED

IF IT'S A GAME - IT'S AT TELEGAMES

NEW GAMES FOR JAGUAR - SKYHAMMER WORMS + TOWERS II BREAKOUT 2000 - IRON SOLDIER 2 ORDER NOW! MORE NEW TITLES AVAILABLE IN 2000

Personal callers welcome at our shop at Kilby Bridge. Order Processing. Post & Insurance - extra charge.
Order with confidence from the largest stockists in Europe. Send SAE for game lists. (State system(s) required).
TELEGAMES Kilby Bridge, Wigston, Leicester LE18 3TE OPEN: Mon - Sat 9am - 6pm Sunday 10am - 1pm
Tel (0116) 288 0445 Fax (0116) 281 3437 Email sales@telegames.co.uk

FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

Qtec Systems Limited

All Original NON SUBTITLED VCDs Only £14.99
(Call For Special Offer)

Notting Hill	Cruel Intentions
Carrie II: The Rage	Candy Man III
Woo	Hav Plenty
Virus	Blast From The Past
Primary Colors	Urban Legend
Enemy Of The State	The Mod Squad
Resurrection	The Waterboy
8MM	Rushmore
The Wish Master	And Lots More.....

(Marshal Art Films Also Available)
Jet Lei, Bruce Lee & Jackie Chan
Please call for latest titles and list.

SAMSUNG 907K DVD/VCD/CD PLAYER
AC3 DOLBY DIGITAL BUILT IN KARAOKE MIXER £???
NEW!!

UK'S FIRST SUPER DVD-380
3 DISK AUTO CHANGER PLAYS MP3/DVD/VCD/S-VCD/CD-ALL REGION/DTS/AC3 DOLBY DIGITAL £???
NEW!!

UK'S FIRST SUPER DVD-360
3 DISK AUTO CHANGER PLAYS MP3/DVD/VCD/S-VCD/CD-ALL REGION/DTS/AC3 DOLBY DIGITAL £???
NEW!!

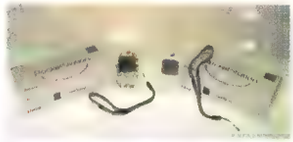
NEW!!
FULL SIZE PSX & PC COMPATIBLE DANCEMAT WITH LIGHTS £19.99

RGB SCART LEAD FOR PSX £3.50

NEW!!
NEW COLOUR CASES FOR PLAYSTATION £12.99

NEW!!
DREAMCAST JOYPAD CONVERTOR ALLOWS YOU TO PLAY YOUR GAMES WITH EXISTING PSX JOYPAD £19.99

NEW!!
COLOUR JOYSTICKS FOR PLAYSTATION £18.00

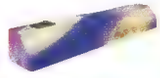


ORIGINAL SONY POCKETSTATIONS
CRYSTAL & WHITE £39.99

NTSC/PAC CONVERTOR INCLUDES RF LEAD £9.99

GAMARS REMOTE CONTROL £13.99

NEW!!
PALM SIZE DDR CONTROLLER £17.99



GAMARS PSX/003 2-IN-1 MOVIE CARD £35.00

NEW!!
PANTHER V GUN £19.99

NEW!!
MP3 CARTRIDGE PLUS CHEAT CARD IN ONE £38.00

NEW!!
COLOUR CHEAT CARTRIDGES £7.99

Lots More Accessories And Peripherals Are Available, Please Call For Best Price.
All Prices Shown Includes P&P, Prices May Vary In The Shop.
Trade and Quantity Enquiries Welcome
SALES: 0208 200 3886 TRADE/ENQUIRIES: 0208 905 8295 FAX: 0208 905 8294
www.qtecweb.com
Oriental City Shopping Centre, Unit BG20, 399 Edgware Road, Colindale, London NW9 0JJ

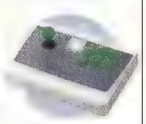
PSX Extension Cables-	£3.29	Dreamcast Scart Lead with composite video/audio output -	£6.99
PSX Link Cables -	£3.29		
UK Dreamcast -	£189.00	Dreamcast Joypad Extension Cable -	£7.99
UK Dreamcast Games -	£35.00		

essential information

Tee Off Golf

Publisher	Acclaim
Developer	Bottom Up
Origin	Japan
Price	£39.99
Genre	Sports
Release	28 January

two players


arcade stick

vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Tee Off Golf

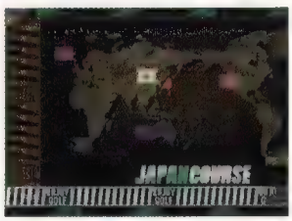
Fancy yourself as the next Tiger Woods or Sergio Garcia? Then try pitting your wits against Acclaim's Tee Off Golf.

Golfing games are two a penny on lesser consoles, so it comes as a surprise that it's taken someone so long to come up with one for the Dreamcast. Fortunately, in this case Bottom Up's have created a remarkably fun game to play, despite the fact that it is riddled with mediocrity and deficiencies.

Fore

To say that *Tee Off Golf* looks like a PlayStation game would not be doing the game an injustice as there is nothing about the game that makes it look like a Dreamcast game, or even play like one. In fact it is ostensibly a PlayStation game (although it has undoubted heritage in *Mario Golf* on the N64 as well as *Everybody's Golf*)) in disguise – which is not necessarily a bad thing, as it proved to be a stonkingly fun game to play – it's just that the Dreamcast is capable of so much more than what is offered here and compared to other Dreamcast games, it is left positively wanting on all charges of substandardness. But hell, what does that matter when it's such fun to play after you've allowed yourself to be swallowed up by the whole golfing addiction that positively oozes from this game. Once you've got the hang it there is no way that you will be able to start a round without completing all 18 holes as you strive to get Birdie after Birdie and beat the course record. In other words, you will not be satisfied until you have mastered the rough, the fairways and the greens. Even better is when you rope in a friend or two (the game caters for up to four players) and the real competition starts. Only now, under real pressure, will you find out if you are man or mouse, master or novice, and more often that not, you will wish you could reach for your own club to vent your frustration, such is the intense atmosphere that has suddenly surrounded you and your judgement. Road rage? What about golfing rage?

Tee Off Golf offers a number of playing options – though not enough – including a World Tour (where you play all the courses) and Free Round which is just a quick outing on one of the courses. Although at the start, the game only offers four characters (all cute and



[1] It was this putt for the championship and the pressure was on. [2] Before each hole you get a quick tour and a look at the course map. [3] It was turning out to be a bad day for Julian. [4] It's Big Head mode all the time in Tee Off Golf.

G-HOLE

Tee Off Golf features a rather strange game called G-Hole, which is a Japanese version of croquet by all accounts. Anyway, set somewhere in space (no really) the aim is to be the first to hit your ball through all the hoops. Interesting to say the least.

awesome moment

Get that swing into shape by seeing how the pros do it.

cuddly) there are a total of 12, but you must unlock them first by setting course records and the like. This can prove rather frustrating, especially as it takes a little while to get to grips with the game. Each character is an individual with their own skills as well as their own reactions to putting the magical Birdie or mortifyng Bogey. However, once you've conquered the skills of judging the power you need for shots and the ability of hitting the ball on the spot, there'll be no stopping you from flying (like a birdie) around the courses.

Bunkered

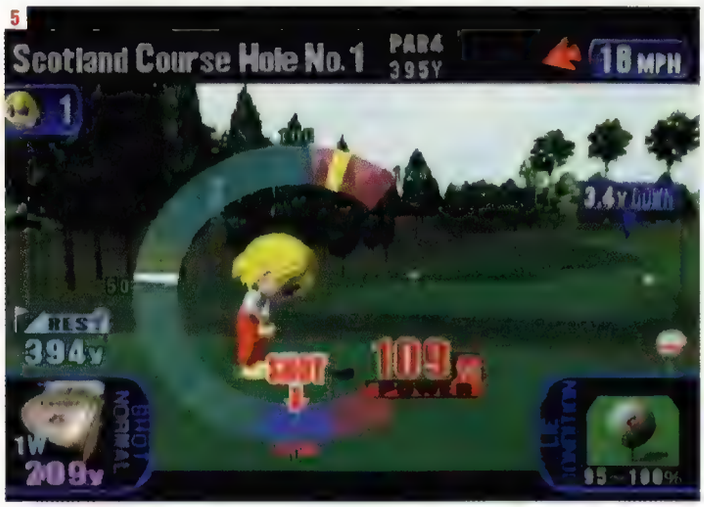
But things aren't all this rosy in the lucious garden of golf, as the gameplay is seriously let down by by a number of flaws. To start with there are only five different courses from around the world, including: Scotland, America and Australia, but the word different must be used with caution as, if we're going to fair here, there is actually little variety between the courses and holes except the location and it all begins to look, well, a bit too similar. While on a downhill slide, the graphics leave much to be desired from such an all-powerful console, and it makes the game look as if it belongs to the realms of the PlayStation and N64. The graphics are far from dissimilar to *Mario Golf*, which means that although the characters are all sweetness and light they're a little bit too sickly sweet. But the worst of all is saved for last and that is the sound effects and the soundtrack of the game. To describe it as appalling would be doing it favours. Each character has three or four catch phrases which become incredibly annoying and there is a distinct lack of decent musical backdrop.

But what does all that matter when the game is capable of making even the bitterest of anti-golf individuals enjoy the game in such a convincing fashion? Though by no means a Glenn Eagles, a round of *Tee Off Golf* is a perfect way to fill in the gaps that punctuate the winter days, and bring a little sunshine (when it's not raining) to your life, despite its failings.

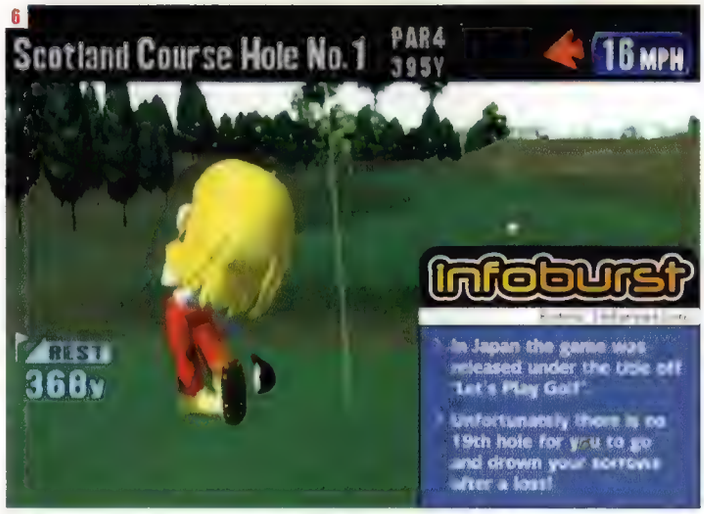
Alex Warren

"Tee-Off Golf is a perfect way to fill in the gaps that punctuate the winter days..."

5



6



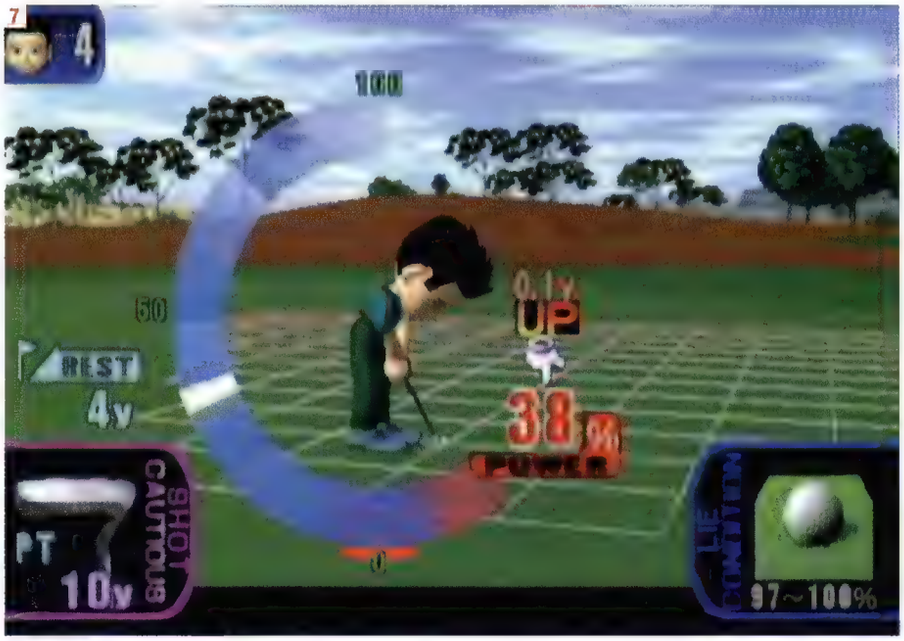
[5] Mastering the power of the shot and hitting the nail on the head is the first step to golfing glory. [6] With club chosen, all you have to do is hit the ball on the spot. [7] The grid on the green helps your putting skills.

2nd opinion

› Considering that Electronic Arts has still to commit to Dreamcast, we'll have to make do with Acclaim's 'cutesy' take on the golfing game. Contrary to Alex's opinion, *Tee Off Golf* isn't as annoying or as frustrating as he makes out. In fact, I found it a right hoot, which is even better with a few mates joining you on the virtual green. If you boot up the game expecting to play a fun, cute and instantly playable title, then you won't be disappointed. However, if you are after a more serious affair then *Tee Off* won't be your cup of tea... ahem!

Stuart Taylor

7



Dreamcast magazine opinion

EARL GREY	PG TIPS
⊕ Surprisingly addictive gameplay	⊖ Rudimentary graphics
⊕ Four player option	⊖ Miserable sound effects
⊕ Cute characters	⊖ Lack of courses

VISUALS	58%
SOUNDS	49%
GAMEPLAY	85%
VALUE	75%

DM Rating 80%

summing up

› Despite looking like a PlayStation game *Tee Off Golf* is a great way to while away those rainy days stuck indoors, on your tod or with mates.

alternatively›

› Jimmy White's 2 : Cueball

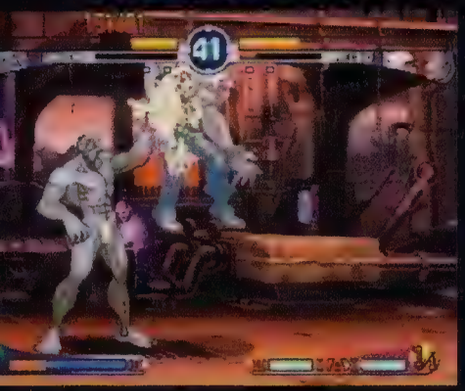
› NBA Showtime

Import Reviews

It is in the strange world that is the import scene that you will find the usual mixture of oddities and wondrousness. Even if you don't own a Japanese or American machine you may just *have* to check out what our foreign cousins are playing.

After the sublime *Chu Chu Rocket!* last month, it has to be said that virtually every other game has been, well, a bit poor. Oh well, you can't have everything!

Virtual On: Oratorio Tangram 74
Street Fighter III W Impact 76



Berserk 78
Jet Coaster Dream 78
Death Crimson 2 78
Star Gladiator 2 78
Bakuretsu MB 78

Virtual On
Oratorio Tangram

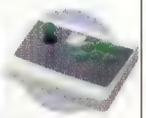
Prepare yourselves for some giant sized robot action... it's going to be one hell of a ride.

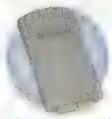
essential information>

Virtual On

Publisher	Sega
Developer	Sega
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	Out Now

two players


arcade stick


vibration pack

visual memory

VM information

Save position	N
Logo during play	Y
Mini-game	N

When a game gets a score of 39/40 in the Japanese *Famitsu* magazine (one of the most highly reputed games mags in the world) you'd be a fool not to sit up and take notice. Not wanting to miss out we pulled ourselves from our chair, away from *Crazy Taxi*, and hot footed it down to the local importer and grabbed ourselves a copy before pegging it back and plugging it in. And what did we get for all out efforts? Initially disappointment set in, but then the flood gates opened spewing forth a game which is great fun to play if nothing else, despite having no real reason or right to be so good.

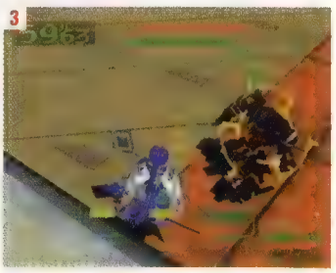
Metal Gear Solid

What *Virtual On: Oratorio Tangram* (hereon known as *VOOT*) does is take the tried and tested methods that lie behind every beat-'em-up and puts them in a whole new arena and injects a whole new serum of life into a genre that keeps strolling on and on... and on. And this is where it succeeds in reaching above the now tedious, wearisome and stale fighters that are forever spawning from the banks of Capcom and the like.

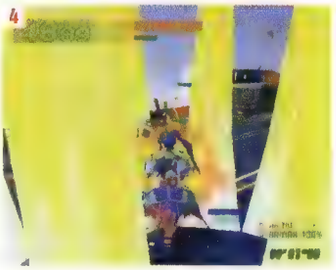
VOOT puts you in command and control of a giant sized mech. robot. These beasts are surprisingly nimble for their size and construction, something which compliments the speedy 60fps gameplay so much so that it really is a case of if you blink you'll miss it. With one of the numerous robots chosen from the armoury it's time to head into battle and destroy before you are destroyed. Each robot is totally unique and all are totally different to one another with their own individual skills, weapons and moves, meaning that it's gonna take you a while to master each and every one of

"VOOT is really good fun to play for a quick fix of fast and furious beat-'em-up action."

1

3


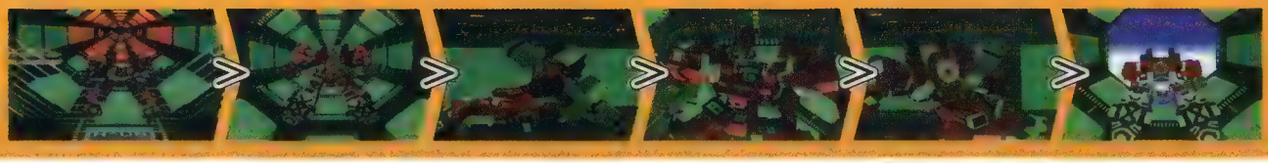
2

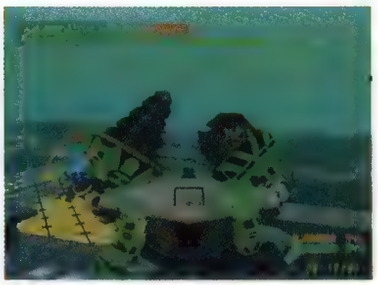
4


[1] Each individual robot is incredibly detailed. [2] With a pneumatic drill for a hand it's small wonder these robots are so hard. [3] VOOT makes use of some effective camera angles. [4] Nowhere to run in the ring of fire.

awesome moment

The moment your robot is chosen and flies into battle is pretty cool





them. Once you've dived head first into battle the action is as fast as a bat out of hell, and you'll have to be at your best and to be on top of your game if you're to survive the fierce onslaught of fire power as you play a game of cat and mouse around the battle arenas, either against the CPU or a human opponent.

Scrap Metal

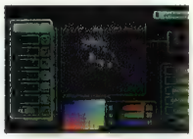
Graphically the game is pretty impressive, although rudimentary at times, and keeps up with the intensity of the action with assured ease. The special effects aren't to be sneezed at either with some great looking explosions, fires and special attacks covering the screen at all times. Admittedly the audio accompaniment isn't quite up to the same standards but at least it isn't as wearisome or clichéd as that which accompanies other games within the genre. However, where the game is really let down is with the control on the robots, which takes a fair old while to get to grips with and even then will test your skills to the limit. In Japan a special double joystick can be bought for the game (as there was in the arcades) which means that with just a standard Dreamcast controller it's a tricky old business of manoeuvring your robot with great effectiveness. But even these minor glitches fail to detract from the overall enjoyment of the game which simply oozes great gameplay out of every pore.

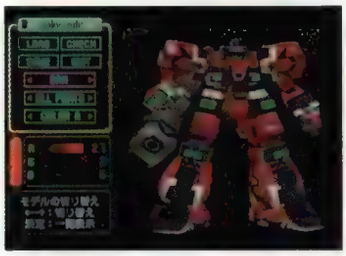
In no way is *VOOT* a great game, although it's certainly a good game, if not just for its new spin on the subject matter and the fact that it isn't a *Street Fighter* spin-off, then for its enthralling and action packed gameplay. Simply put *VOOT* is really good fun to play for a quick fix of fast and furious beat-'em-up action. Have a spin and you just might be caught in its spell.

Alex Warren

THE CREATOR

> One of the best features of the game is the Virtuaroid Customise option where you can create your very own fighting robot to strip your opponents of their metal clad bodies and use it for scrap metal. You can even design your very own emblem.





2nd opinion

> *Virtual On* is, in a word, disappointing. Rave reviews in Japanese mags led me to believe that this title would be an exciting experience. Unfortunately, it is confusing, frustrating and not as ground-breaking as some would have you believe. The graphics are colourful and well animated, but the gameplay is completely uninvolving and tedious. To get the best out of this game – if you can be bothered – requires the Dreamcast Arcade Stick, as the control is ropey via the Control Pad. *Virtual On*? Virtual boredom more like.

Stuart Taylor

Dreamcast magazine opinion

SCRAP	CRAP
⊕ Addictive and certainly fun to play	⊖ Difficult to control with standard controller
⊕ Better than all the Capcom beat-'em-ups put together	⊖ Not another beat-'em-up?
⊕ Runs at a smooth 60fps	⊖ Doesn't sound as hot as it looks

VISUALS	83%
SOUNDS	74%
GAMEPLAY	85%
VALUE	79%

DM Rating 80%

summing up

Despite having a crap name *VOOT* is actually a pretty good game, with some lightning fast action and gameplay that shouldn't be sniffed at.

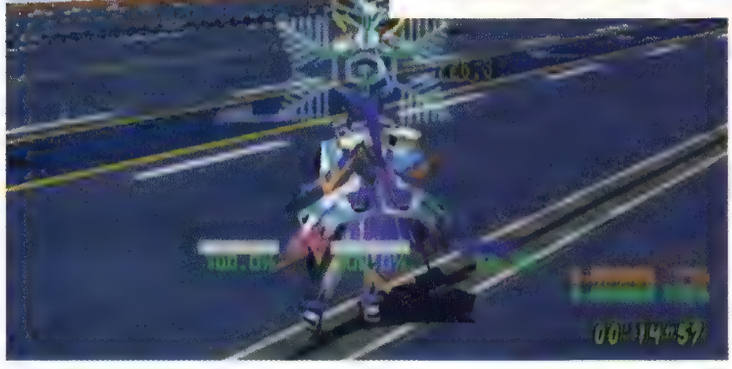
alternatively >
> Soul Calibur
> Slave Zero

5

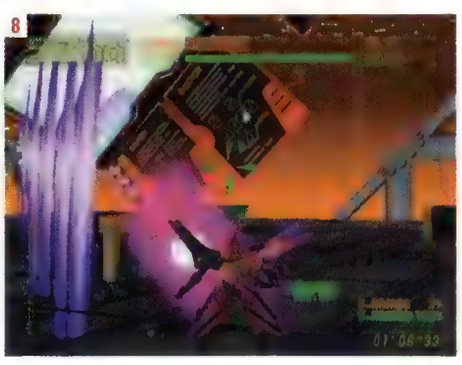
6

7

[5] Snowflakes are a novel way of killing someone. [6] It's a game of cat and mouse as you run for cover. [7] It seems that these things always come down to fisticuffs. [8] The explosions and light sourcing in the game are mightily impressive.



8



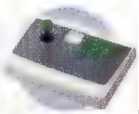
Street Fighter III

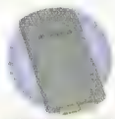
Yet another dose of 2-D beat-'em-action for the Dreamcast... but can it make the cut?

essential information >
Street Fighter III W Impact

Publisher	Capcom
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	Out Now

two players


arcade stick


vibration pack

visual memory

VM information

Save position	N
Logo during play	Y
Mini-game	N

Two dimensional beat-'em-ups. Now there's a thought. Love 'em or loathe 'em there's no denying Capcom's ability to churn them out, as if they were... on a production line. So what can we expect from their latest effort just released in Japan? Not a lot is the answer. What Capcom, it would seem, have failed to notice is that they are in fact developing games for a 128bit next-gen console, rather than the 16bit SNES, because this game would not be out of place on such an elementary (though still great) console. In fact it could even be said that there is no discernable graphical or audio difference between this and the SNES version of *Street Fighter III*, rendering this game as being on an even lower spectrum than the lowest of the low. It would thus be fair to say that, judging from *Street Fighter III W-Impact*, that 2-D beat-'em-ups have had their day... or at least we can hope that they have.

Blast From The Past

What *Street Fighter III W-Impact* does is take 2-D beat-'em-ups back a step, away from the frantic button pressing, complications, over crowding and overall madness of *Street Fighter III Alpha* and back to the more traditional one-on-one, simplistic fighting strategies. But why they have felt the need to do this is quite unbeknown, as it serves no real purpose and has no real point. If that's all we wanted from a beat-'em-up then all we'd have to do is go to the cupboard and dust down our SNES.

Graphically both of the games are, in a word, awful. Actually no, they're not awful, they're distressingly horrendous. It's not just the fact that they are totally 2-D in presentation (which is bad enough in this day and age) but they're bland, stereotypical and plain dreadful. The action moves along smoothly enough, in fact it's lightning fast, but the quality of the graphics let this down as they are as grainy as loaf of wholemeal bread. Worse still are the backgrounds which beggar belief, with only three (and that's pushing it) frames for a full movement.

It's as ugly as... well whatever the ugliest thing you can think of is. The same goes for the gameplay. It offers nothing new and is more or less the same as every other *Street Fighter* game you've ever played. There's no new challenge to either game and unless you're a *Street Fighter* fanatic you will find yourself bored and unfulfilled within a matter of hours. Admittedly the two games do introduce new characters like Alex, Ibuki and Elena, although after only a matter of minutes you will realise that they are only new characters in terms of name and appearance as they have similar skills and moves to those found in previous *SF* games.

Then there's the music and the accompanying sound effects; both are totally rudimentary and have probably been copied straight over from a much earlier incarnation. So, it would seem that Capcom have put a distinct lack of effort in preparing this game for the awaiting public, such is the rehashed theme that is apparent throughout every aspect of the game.

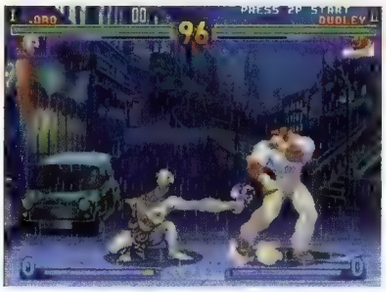
Put To Death

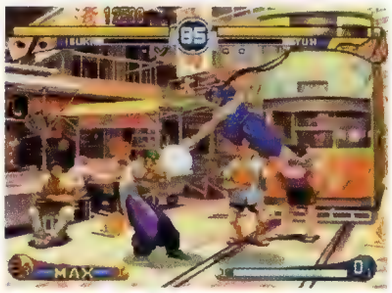
Ahhh, but the game's got value. Well, technically yes due to the fact that it is two games rolled into one disc but the fact that there's not much difference between the two games combined with the fact that you've almost certainly got something identical already in your games collection (most likely filed in the SNES section) means that in actual fact it isn't as much of a bargain as you first thought. Which leaves just one simple question that needs answering: why? Why indeed. There is no point to this game, no meaning to it and certainly no place for it on the Dreamcast, especially when you have the likes of *Soul Calibur* to satisfy your fighting urges and yearnings. There is nothing that can save this game from the scrap heap and without a single redeeming feature no one should even try to.

Stay away from this game if you value your life. *Street Fighter III W-Impact* proves that the 2-D beat-'em-up is a genre which is undoubtedly outdated, wholly out of place in the 21st Century and already half-way to be being dead and buried. Rejoice!

Alex Warren

"There is no point to this game, no meaning to it and certainly no place for it on the Dreamcast..."





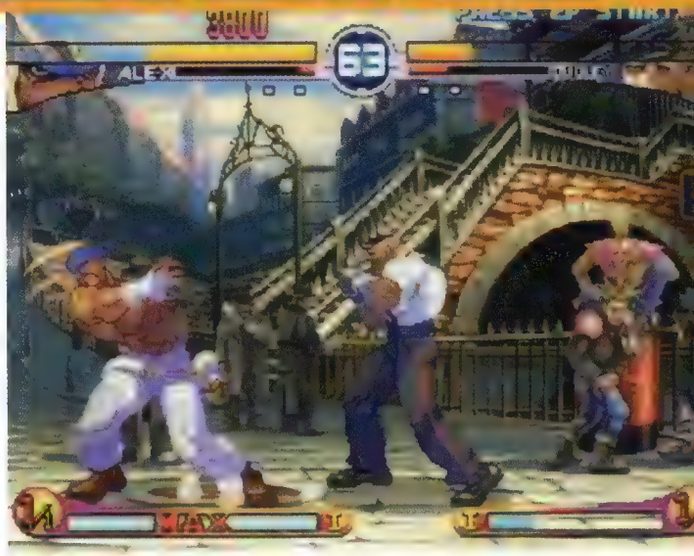
NEW KIDS ON THE BLOCK

> **Both games features new characters, with only Ken and Ryu as survivors from the original Street Fighter game. There's Alex, Yun, Necro, Ibuki, Hugo, Sean, Urien, Elena, Oro, Dudley and Yang.**

awesome moment

There isn't one, but the combos that can be put together are impressive(ish).

W Impact

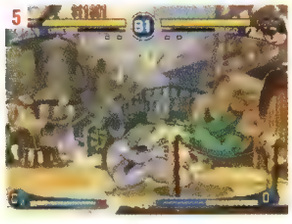


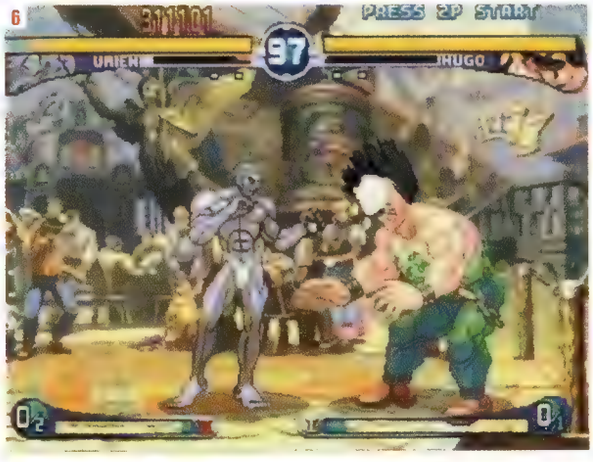
2nd opinion

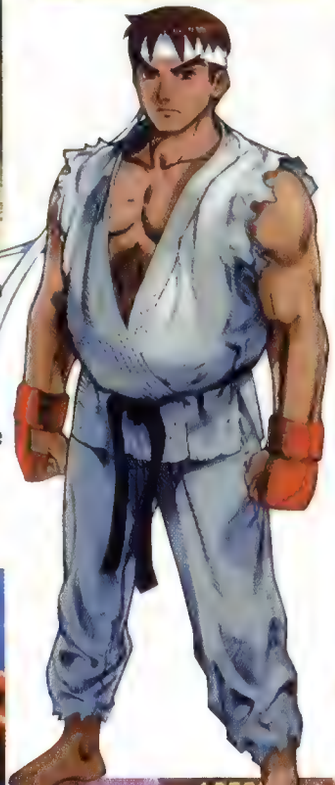
> Oh goody, more *Street Fighter*. Talk about flogging a dead horse – this one should have been turned into glue eons ago. However, I think Alex's bias against 2-D beat-'em-ups makes him a bit blinkered because this isn't that bad. *Street Fighter* is for a different crowd – it's a purist's fighting game without relying on looks to get by. Comparing it to *Soul Calibur* just ain't right; if you're looking for a more skilled and refined fighter, then this is the one to go for. Personally, I'd rather leave both and have a nice cup of Bovril, but then that's me...

Martin Mathers

[1] Hugo couldn't withstand his sexual urges any longer. [2] Who said that my bum looked big in this? [3] No wonder he didn't win with a moustache like that. [4] It was back breaking stuff for Necro. [5] We wouldn't like to say what was going on here. [6] Urien pulled a sneaky one and threw his hidden custard pie.







Dreamcast magazine opinion

CRED	CRUD
+ Two games on one disc	– Dated graphics
+ Lightning fast action	– Horrendous sound
+ New characters	– It's a 2-D beat-'em-up and we're sick of 'em

VISUALS	43%
SOUNDS	78%
GAMEPLAY	40%
VALUE	53%

DM Rating 44%

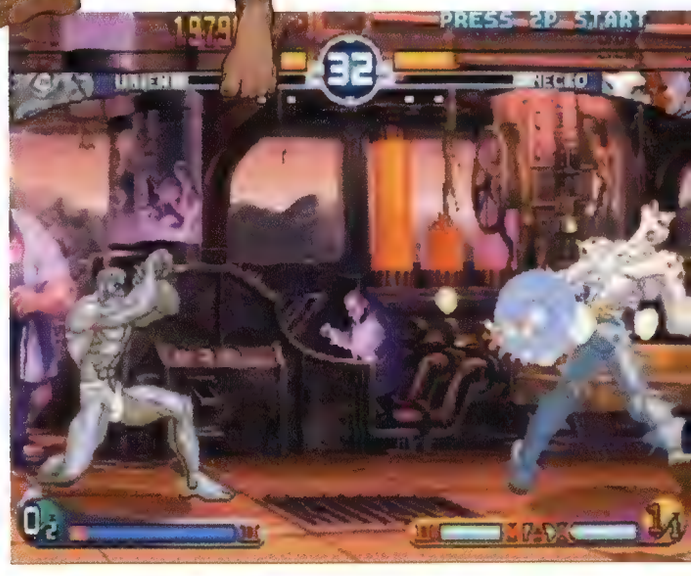
summing up

Why there must be games as paltry as this on the all-powerful Dreamcast is beyond even the wildest reasoning and even if you are a fan you won't be for much longer.

alternatively>

> Marvel vs Capcom

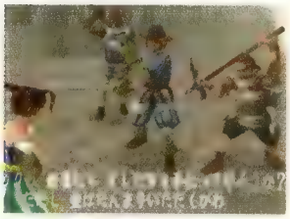
> Street Fighter Alpha



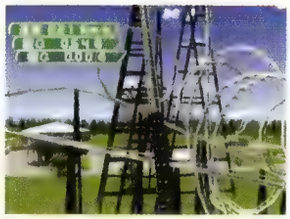
reviews Import Reviews

Berserk

If you're after a deep and involving gaming experience, you had best look elsewhere, as *Berserk* is no-nonsense, hack n' slash action at its best... and most goriest! The novelty of slicing your way through the varying demonic hordes does begin to wear thin after a few days play, and it is unlikely that *Berserk* will still be demanding your gaming attention after completion. The major faux pas is the omission of a two-player mode. However, the graphics are very pleasant to look at... in all their bloody glory, and it is fun in a quirky and sick kind of way.



Overall 75%



Jet Coaster Dream

Publisher	Bottom Up
Developer	Bimboosoft
Origin	Japan
Genre	Sim
Reviewed by	Stuart Taylor

Those of us who excelled at technical drawing in school should have a head start with this excellent construction/strategy title. The aim is – and there are *no* prizes for guessing correctly – to construct roller coasters. Boy, what a surprise. Sarcasm aside, what is surprising is how good *Jet Coaster* actually is, although it cannot strictly fall into the 'game' category since the construction elements dominate. Distinctly different and compelling.

Acclaim published Bottom Up's *Let's Play Golf* in the UK, so there's a chance it will also pick up *Jet Coaster Dream*. Here's hoping!

Overall 90%

Death Crimson 2

There's not many complimentary things that can be said about *Death Crimson 2*, in fact there is just the one: it uses the light gun. As such, it is only the second game to do so, which is nice, it's just a shame about the rest of it. *Death Crimson 2* is a very poor man's *House Of The Dead 2* and is as lame as a three-legged donkey. Instead of killing zombies you shoot mechanical beings that aren't half as scary or as threatening as their undead counterparts. There's also a Story mode where your only contribution is pushing a button every now and again to make a decision. Leave well alone.

Overall 53%

Star Gladiator 2: Nightmare Of Bilstein

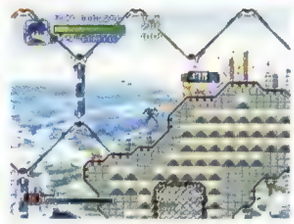
Publisher	Capcom
Developer	Capcom
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Stuart Taylor

Capcom is in serious danger of being perceived as a one trick beat-'em-up pony if *Star Gladiator 2* is anything to go by. Essentially, it's yet another flawless coin-op conversion of yet another *Street Fighter*-style clone. There are some nice visual effects – particularly in some of the combos – and some of the playable characters are well-designed.

However, gameplay-wise, we've seen this all before far too many times. Like *Psychic Force 2012*, there really is nothing here that couldn't have been produced on a PlayStation, which is just not good enough.

Overall 65%

Bakuretsu Muteki Bangaioh



A Bangaioh is a huuuge humanoid-robot, the kind that are the staple part of Japanese Manga culture, and you get to control one of them in Treasure's first Dreamcast title. Let's be brutally honest though, Treasure probably didn't spend that much time developing this game, since it is more-or-less a direct port over of the Nintendo 64 version. If you can get beyond the, 'Are they taking the mick?' impression generated by this unimaginative shoot-'em-up, there is a fairly decent game to be found. The question is , should you even bother?

Overall 65%

GAME FRONT

your source for the cheapest products around

www.gamefront.co.uk - mail@gamefront.co.uk

MAIL ORDER
GAME FRONT
PO BOX 83
MANCHESTER
M14 6ET
TEL: 0700 2020020
FAX: 0700 2030020

SHOP
NEW EAST GAMES
87 PRINCESS STREET
MANCHESTER
M1 4HT
TEL/FAX: 0161 228 0070
SHOP PRICES MAY VARY FROM MAIL ORDER

£CALL WITH T GAME TRANSFORMER, SCART LEAD & DELIVERY

£CALL

£CALL

GAMES £41.99 UNLESS OTHERWISE STATED

POWERSTONE £44.99 | POP'N'MUSIC | BLUE STINGER | SUPER SPEED RACING £44.99

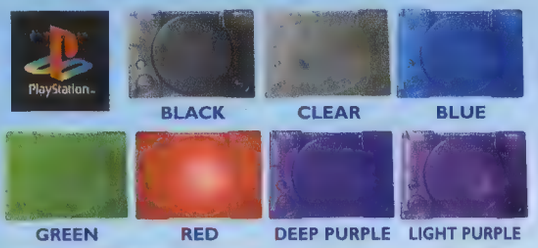
HOUSE OF THE DEAD £CALL | MARVEL VS CAPCOM | MONACO GP | SONIC

SEGA RALLY | PSYCHIC FORCE | AERO DANCING | GET BASS £64.99

SCART LEAD £14.99

PURU PURU PAK £24.99

REPLACEMENT CASES £19.99



BLACK | CLEAR | BLUE

GREEN | RED | DEEP PURPLE | LIGHT PURPLE

LASER £31.99 | PANTHER AND PEDALS £17.99 | STANDARD PAD £5.99 | GAMARS MOVIE CARD £39.99 | GAMARS MOVIE CARD REMOTE CONTROL £14.99

GAMARS MOVIE CARD 003 (INCLUDING SCART LEAD)	£39.99
GAMARS PASSWORD CHEAT CARTRIDGE	£14.99
NTSC-PAL CONVERTOR	£14.99
1MB SONY MEMORY CARD	£7.99
2MB MEMORY CARD	£9.99
4MB MEMORY CARD	£12.99
LINK CABLE	£5.99
JOYPAD EXTENSION CABLE	£5.99
STEREO G-CON SCART LEAD	£5.99
LATEST JAP/U.S GAMES	£CALL
POCKET STATION	£CALL
POCKET SKY	£11.99

VCDs ALL £14.99

ALIEN
ALIENS
ALIEN RESURRECTION
ANASTASIA
ARMAGEDDON
AS GOOD AS IT GETS
BLADE
BUG'S LIFE
CITY OF ANGELS
DEEP RISING
DOUBLE TEAM
DR. DOOLITTLE
EVER AFTER
FUTURE SPORT
GODZILLA
HALLOWEEN H_2O
I STILL KNOW...
KNOCK OFF
LETHAL WEAPON 4
LION KING 2
LOST IN SPACE
MASK OF ZORRO
MORTAL KOMBAT: ANNIHILATION
MULAN
NEGOTIATOR
PERFECT MURDER
PRACTICAL MAGIC
RONIN
RUSH HOUR
SIX DAYS SEVEN NIGHTS
SOLDIER
SPECIES 2
SPHERE
THERE'S SOMETHING ABOUT MARY
TITANIC
TOY STORY
US MARSHALS
WEDDING SINGER
X-FILES THE MOVIE
YOU'VE GOT MAIL

COMING SOON

THE FACULTY
MIGHTY JOE YOUNG
HUSH
HOLY MAN
ENEMY OF THE STATE

FOR A FULL LIST, PLEASE SEND A SAE

ALL PRICES INCLUDE P&P — **TRADE ENQUIRIES WELCOME**

www.madeiragames.com ☎ 01485 570256 0831 444041 www.madeiragames.com

MADEIRA

G A M E S

In March 2000 the face of video gaming will change forever.....Madeira will be there. Join us.

01485 570256

All prices are in UK Pounds.

PLAYSTATION II	CALL
MULTI REGION DREAMCAST	CALL
CODE FREE DVD PLAYERS	FROM £200
ALL THE LATEST IMPORT VIDEO GAMES	
LOW COST N64 & GB DEVELOPMENT KITS	
ELECTRONIC GADGETS	
HIGH TECH EQUIPMENT	

www.dream-cast.net

Dreamcast solutions

Hints, tips, cheats and guides

NBA Showtime: NBA On NBC

Play Any Player On Any Team

To play any character regardless of what team they're on go to the 'Enter Initials' screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.

Change Costumes

To see a player's alternative costumes when creating a player press up or down and his clothes will change.

Play As Team Mascots

To play as a team mascot enter any of the follwing names and corressponding PIN and you will unlock that mascot.

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters

To play any of the following hidden players enter their name and PIN number to unlock them.

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

Play As Midway Staff

MIDWAY STAFF	NAME	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATT G	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players

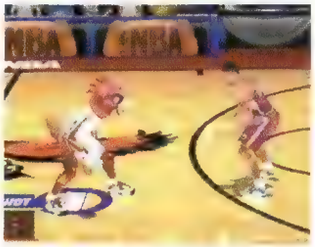
To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the enter initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts

To access play on one of the following hidden courts enter the denoted combinations of buttons immediately after having selected a player at the 'Choose Team' screen.

COURT	CODE
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

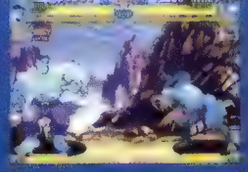


Access Cheat Codes

After you've chosen all your players and so on. and you are at the 'Tonight's Match Up' screen you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example,in order to Show Hotspots press Turbo once and wouldn't press Shoot or Pass, and then press down.

CHEAT	CODE
Show shot %	0-0-1 Down
Tournament mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog on [Note 2]	1-2-3 Up
Thick fog on [Note 2]	1-2-3 Down
Swamp fog on [Note 2]	1-2-3 Right
Night fog on [Note 2]	1-2-3 Left
Snow on [Note 2]	1-2-1 Left
Blizzard on [Note 2]	1-3-1 Left
Rain on [Note 2]	1-4-1 Left
Big head mode	2-0-0 Right
No replays	3-3-1 Left
Team uniform [Note 1]	4-0-0 Right
Midway uniform	4-0-1 Right
Home uniform	4-1-0 Right
Away uniform	4-2-0 Right
Alternate uniform	4-3-0 Right

Note 1: Two player agreement required.
Note 2: Only on outdoor courts.



MARVEL VS CAPCOM

Play as Lilith

To play as Lilith highlight Zangief at the character selcetion screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.

Play As Roll

To play as Roll highlight Zangief at the character selection scereen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2. Roll will then appear for selcetion to the right of Mega Man.

Play as Gold War Machine

To play as Gold War Machine highlight Zangief at the character selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.

Play as Shadow Lady

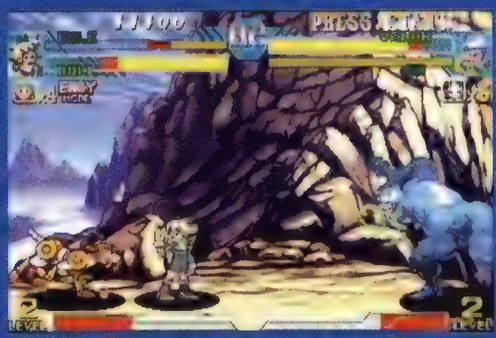
To play as Shadow Lady highlight Morrigan at the character selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection below Gambit.

Play as Red Venom

To play as Red Venom highlight Chun-Li at the character selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.

Play as Orange Hulk

To play as the Orange Hulk highlight Chun-Li at the character selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2,



Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.

Play as Evil Ryu

To play as the Evil press Down, Down/Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on you hyper-combo bar.

Play as Red Ryu

To play as the Rad Ryu press Down, Down/Back, Back, Medium Punch.

Play as Onslaught

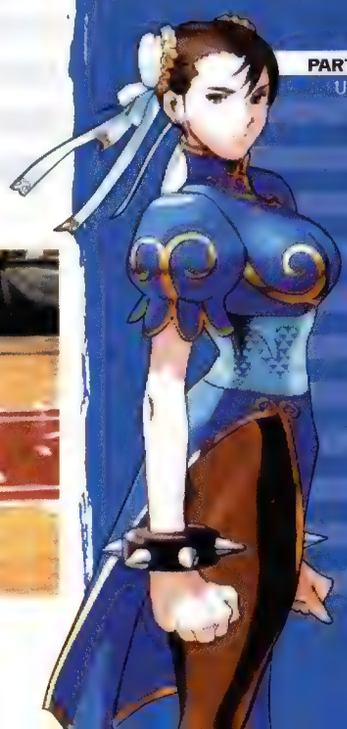
To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

Full Pause Screen

Pause the game, then hold Y and press X.

Select A Special Partner

To select your special partner before the special partner screen appears hold the corresponding buttons and your special partner will be chosen.



PARTNER	CODE
Unknown Soldier	Hold Start + Weak Punch
Lou	Hold Start + Medium Punch
Arthur	Hold Start + Weak Punch + Medium Punch
[illegible]	Hold Start + High Punch
Ton-Pooh	Hold Start + Weak Punch + High Punch
Devlot	Hold Start + Medium Punch
Anita	Hold Start + Weak Punch + Medium Punch + High Punch
Pure and Fur	Hold Start + Weak Kick
Michelle Heart	Hold Start + Weak Punch + Weak Kick
[illegible]	Hold Start + Weak Kick + Medium Punch
Cyclops	Hold Start + Weak Punch + Weak Kick + Medium Punch
[illegible]	Hold Start + Weak Kick + High Punch
Storm	Hold Start + Weak Punch + Weak Kick + High Punch
[illegible]	Hold Start + Weak Kick + Medium Punch + High Punch
Rogue	Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
[illegible]	Hold Start + Medium Kick
Juggernaut	Hold Start + Weak Punch + Medium Kick
[illegible]	Hold Start + Medium Punch + Medium Kick
Colossus	Hold Start + Weak Punch + Medium Punch + Medium Kick
US Agent	Hold Start + High Punch + Medium Kick
Shadow	Hold Start + Weak Punch + Medium Kick + High Punch
[illegible]	Hold Start + Medium Punch + Medium Kick + High Punch

continued

Vigilante 8: 2nd Offense

How To Activate Special Attacks

Interceptor Missiles
Attack 1: Up, Up, Down, Machine Gun
Attack 2: Up, Up, Up, Machine Gun
Attack 3: Up, Up, Right, Machine Gun

Bull's Eye Rockets
Attack 1: Up, Down, Down, Machine Gun
Attack 2: Up, Down, Up, Machine Gun
Attack 3: Up, Down, Right, Machine Gun

Sky Hammer Mortar
Attack 1: Down, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Brusier Cannon
Attack 1: Down, Up, Down, Machine Gun
Attack 2: Down, Up, Up, Machine Gun
Attack 3: Down, Up, Right, Machine Gun

Roadkill Mines
Attack 1: Left, Right, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Left, Right, Right, Machine Gun

Brimstone Burner
Attack 1: Right, Left, Down, Machine Gun
Attack 2: Right, Left, Up, Machine Gun
Attack 3: Right, Left, Right, Machine Gun

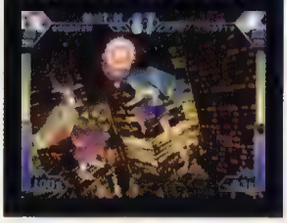
PSYCHIC FORCE 2012

Play As Uon
Play the game for over six hours or complete the story mode with all ten characters.

Play As Kiss
Amass over 12 hours of gameplay or complete the arcade mode with all characters including Uon.

Play As Burn
Unlock Uon and Kiss and then complete both story and arcade mode with all characters including Uon and Kiss.

Hidden Artwork
Place the game disc in a PC and there should be some images in the root directory.



TRADE ENQUIRIES WELCOMED
VISA EUROCARD SWITCH DELTA
For a free price list of imported games, accessories and merchandise send a Stamped Self Addresse Envelope
Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P
£15 for INSURED COURIER on Hardware
SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES
www.projectk.com Email: info@projectk.com TEL: 0181 508 1328
PROJECT K FAX: 0181 508 3845
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

DREAMCAST IMPORTS

DREAMCAST JOYPAD ADAPTOR
Use your PSX Dual Shock Joypad and Steering Wheel on your Dreamcast. Compatible with all DCs

Import Dreamcast	£149.99
Universal Dreamcast	CALL
Light Gun	CALL
Joypads	£27.99
PSX to DC Joypad Adaptor	£19.99
Puru Puru Pak	£19.99
SVHS LEADS	£14.99
RGB Scart lead	£14.99
Virtual Memory System	£24.99
VGA Cable	CALL
VGA Box (3rd Party)	CALL
JAP Virtua Striker	CALL
JAP Crazy Taxi	CALL
JAP Virtual On	£47.99
JAP Zombies Revenge	CALL
JAP Bio Hazard 2 Plus	CALL
JAP Virtua Fighter 3	£29.99
JAP Sega Rally 2	£37.99
JAP Air Force Delta	£35.99
JAP F1 Monaco GP	£24.99
JAP Giga Wings	£47.99
JAP Chu Chu Rocket	£39.99
JAP Psychic Force	£24.99
JAP Aero Dancing	£24 99
JAP House of the Dead 2	CALL
JAP King of Fighters	£29.99
JAP Soul Calibur	£45.99
JAP Shen Mue	CALL
JAP Giant Gram	£44.99
JAP Maken X	£45.99
JAP Star Gladiator 2	CALL
JAP Death Crimson	£47.99
USA Rainbow Six	£47.99
USA Ready To Rumble	£39.99
USA Sonic	£39.99
USA TNN Hardcore Heat	£34.99
USA Hydro Thunder	CALL
USA NFL 2K	£42.99
USA NBA 2K	£42.99
USA Shadow Man	£42.99
USA Virtua Fighter 3	CALL
USA Evolution	CALL
USA R.E Code Veronica	APRIL

BEATMANIA POCKET 2
9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave
£34.99

PROJECTORS & DVD IMPORTS

100inch LCD Projector	£995
All Region DVD Players from	£349
Region 1 Macrovision Disabler	£86
BLACK BOX NTSC to PAL Convertor	£70

Visit Project K Web page, latest NEWS for PSX, PS2, Dreamcast and Nintendo. All the latest updates on the next generation systems, consoles and the latest news and previews of the hottest stuff. ALL this at www.projectk.com UPDATED 3 TIMES a week. We have walkthrough and guides to Bio Hazard 3 FF8 and more. Also the latest bypass codes for Stealth Convertor. Take a look at the UKs premier import video game internet site. Whether your moving up to the 128 bit or waiting for the PS2, we have all the latest updates and scheduled releases on all formats that are worthing talking about *NOTE we are unable to give any tips on the telephone

PLAYSTATION IMPORTS

POCKETSTATION

Dance Revolution Mat	£35.99
Guitar (for Guitar Freaks)	£35.99
NTSC to PAL Booster	CALL
Infra Red Dual Shock	£15.99
Pocketstation	£24.99

JAP Gran Turismo 2	CALL
JAP Vagrant Story	CALL
JAP Dew Prism	call
JAP Assaults Suit Valken 2	£39.99
JAP Pocket Tuner	£47.99
JAP Guitar Freaks	£39.99
JAP Everybody's Golf 2	£39.99
JAP Micromen	£39.99
JAP Dance Dance Rev	£49.99
JAP Silent Bomber	CALL
JAP Dr Slump	£39.99
JAP Vagrant Story (Squaresoft)	CALL
JAP Runabout 2	CALL
USA Parasite Eve	IN STOCK
USA Suikoden II	£47.99
USA Resident Evil 3	CALL
USA Vandal Hearts 2	CALL
USA Clock Tower 2	IN STOCK
USA Jade Cacoon	£34.99
USA Need for Speed 4	£19.99
USA Dino Crisis	CALL
USA Soul of the Samurai	£45.99
USA Final Fantasy Anthology	CALL
USA Medal of Honour	£47.99
USA Legend of Legaiaa	£44.99
USA Thousand Arms	£47.99
USA Street Fighter Zero 3	£34.99
USA Resident Evil 2 Dual Shock	£39.99
USA Lunar Silver Star Story	CALL
USA Medal of Honour	£44.99
USA Star Ocean	£47.99
USA Quake 2	CALL
USA Bass Landing inc Controller	CALL
USA Grandia	£47.99
USA Ready 2 Rumble	CALL
USA Messiah	CALL
USA Gallop Racer	CALL

NINTENDO 64 IMPORTS

Hi Res Pak	£21.99
Universal Convertor	CALL
Dex Drive	CALL
USA WCW Mayhem	SEPT
USA Rainbow Six	NOV 17
USA Pokemon Snap	CALL
USA Gauntlet 3D	£49.99
USA Winback	OCT 20
USA Star Wars Pod Racers	CALL
USA Pokemon Snap	CALL
USA World Driver Champ	£49.99

POKEMON IMPORTS

USA Pokemon YELLOW	IN STOCK
Pokemon Pinball (inc rumble)	CALL
Pikachu Boxed Set Models	£12.99
Pokemon Racers	£12.99
Pikachu Talking Toy	£19.99

PIKACHU PLUSH TOY
25cm LARGE £25.99
40cm EXTRA LARGE £39.99

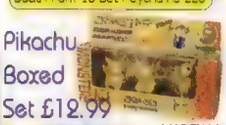
Pokemon Beanie Toys
Squirtle Polywhirl
Jigglypuff Eevee
Meowth £14.99 each

Pikachu Alarm Clock	£19.99
Charmander + POKEBALL	£14.99
Charmeleon + POKEBALL	£14.99
Bulbasaur + POKEBALL	£14.99
Squirtle + POKEBALL	£14.99
Pocket Monster Muppet	£9.99
Remote Control Pikachu	£29.99
8 Pokemon Keychains	£11.99
20 Pokemon Mini Models SET 2	£19.99
23 Pokemon Mini Models SET 3	£21.99
12 Pokemon Mini Models SET 4	£13.99
Pikachu Rucksack	£17.99

20CM POKEBALL PIKACHU CUDDLY

MERCHANDISE...MUSIC CD'S...POSTERS IMPORTS

South Park 10 Set Keychains £20


Pikachu Boxed Set £12.99

VIRTUA FIGHTER DANCING SHADOWS MUSIC CD £17.99

PAI, AKIRA AND LAU £6.99 KEYCHAIN MODELS

WOLF AND SARAH £5.99 KEYCHAIN MODELS

JEFFREY AND JACKIE KEYHAIN MODELS £5.99

FINAL FANTASY 8
FF8 Keychain Models EACH £5.99

SQUALL SEIFER RINOA ZELL GUNBLADE

Rinona Silphie Seifer Squall Zell	
Final Fantasy 8 12cm Models	CALL
3inch Keychain Models	each £5.99
Incudes FF8 Japanese Collector Card	
Squall Rinona Zelll Seifer	
20" x 14" Final Fantasy 8 Posters	CALL
Final Fantasy VIII Music CD	£15.99
FF8 4 CD Collectors Set with SeED Keychain and Collector Cards	CALL

FINAL FANTASY 7

FINAL FANTASY MODELS £6

3inch FFVIII Keychain Models (£6 EACH)	
Barrett Wallace Cait Sith Cid	
Tifa Lockheart Vincent Yuffie	
Final Fantasy VII Music CD'S EACH	£16
FFVII CD Set, Poster & Model	CALL
20" x 14" Final Fantasy 7 Posters	£6
Tobal 2 Models Set (Pack of 3)	£10
Xenogears Music CD	CALL
South Park 10 piece Keychains	£19.99
Star Wars set of 13 Models	£19.99
3inch Tekken 3 Models	£15
Fist of Northstar Models	£25
Rockman Models	£10
1:8 Scale Porcelain Models	£79
Mai Ryu Ken Chun Li Gouki Barrett	
Diddy Kong Keychain Models	£9
SNK Models (5 different Sets) EACH	£10
City Hunter Music CD	£16
Tekken 2 Music CD	£12
Soul Edge Music CD	£19
Dragon Ball Z Music CD	£16
Ghost in the Shell Music CD	£19
Laputa Music CD	£19
Ki Ki's Delivery Service Music CD	£19
My Neighbour Totoro Music CD	£19
Dragon Ball GT Video	CALL
Virtua Fighter Music CD	£17.99

UK'S BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

INTERACTIVE TELCOM

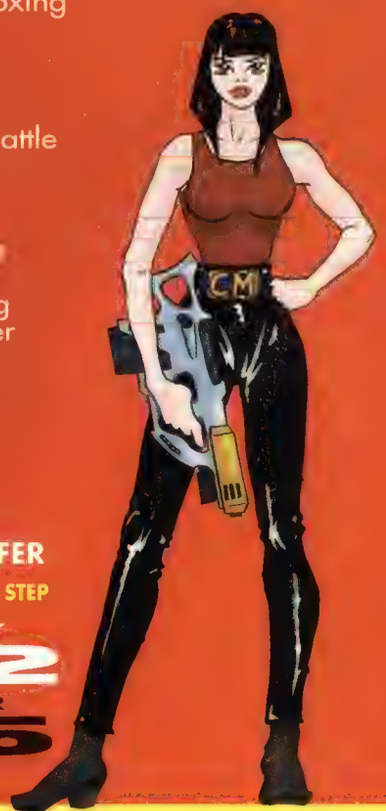
CHEATS & TIPS FOR OVER 2000 GAMES

CHEATS UNLIMITED

DREAMCAST CHEATS & TIPS

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

A Bug's Life
Aero Dancing featuring Blue Impulse
Aerowings
Air Force Delta
Attitude (WWF)
Blue Stinger
Buggy Heat
Chaos Adventure
Choo-Choo Rocket
Climax Landers
Coolboarders Burn
Daytona USA 2
Dynamite Cop
Dynamite Deka
Elemental Gimmick Gear
Evolution
Expendable
Flag to Flag
Generator
Get Bass
Giant Gram All Japan Wrestling
Giant Gram All Japan Pro Wrestling 2
Godzilla Generations
Hardcore Heat
House of the Dead 2
Hydro Thunder
Incoming
In Nippon Budokan Giant Gram
King of the Fighters Dream Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Millenium Soldier: Expendable
Monaco Grand Prix
Mortal Kombat Gold
NBA 2K
NBA Showtime
NFL 2K
NFL Blitz 2000
Pen Pen Tricelon
Pop n' Music
Powerstone
Psychic Force 2012
Puyo Puyo
Racing Simulation: Monaco Grand Prix
Redline Racer
Ready to Rumble Boxing
Rippin Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Speed Devil
Street Fighter Alpha
Street Fighter 3
Super Speed Racing
Tokyo Extreme Racer
Toy Commander
TNN Motorsports
Hardcore Heat
Trickstyle
Virtua Fighter 3tb
WWF Attitude



THE LIST ABOVE IS JUST A SAMPLE OF WHAT'S ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL – PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098032

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098166

Calls to the above numbers cost 60p a minute

PSX, DC, N64, PC & GBC

TOTAL GAMES NETWORK

FAX-BACK SERVICE IMMEDIATE RETURN

RELEASE DATES & CHARTS

UPDATED DAILY

IMPORT GAMES CHEATS & TIPS

WALK THROUGHS & GUIDES

ESSENTIAL ADVICE

This service should only be used with the agreement of the person responsible for paying the bill. Calls to this number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.

Please put comment or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA

or call our FREEPHONE CUSTOMER SERVICE: 0800 1982784

Toy Co

If you're having trouble unfurling and completing all the puzzles and missions in this wacky game then Dreamcast Magazine is here to save the day with an exclusive walkthrough guide to all of them!

essential information >

Toy Commander

Publisher Sega
Developer No Cliché
Origin France
Genre Strategy

four players

arcade stick

vibration pack

visual memory system

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Toy Commander is one of the few games which makes use of all the buttons on the Dreamcast controller, so before we embark on this mighty mission let's get the controls sorted...

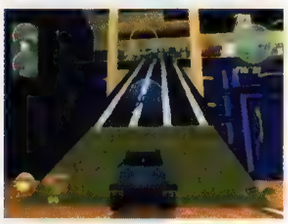
- By pressing Up, Down, Left or Right you will change the view of your vehicle thereby giving you 360° vision – which is very useful.
- Fire machine gun/drop items
- Fire special weapon/ pick up items
- Change vehicle
- Change special weapon
- Decrease speed
- Increase speed
- Pause, menu and options
- Change view from vehicle

Toy Commander
ROOM 01
kitchen & dining room

Mission 1 – Training

Objective: Land the plane on the runway and then use the helicopter to drop two sugar lumps into the bowl of chocolate. Finally, at the wheel of the pickup, find the bar of chocolate.

Guide: An easy one to start off with. Just head to the kitchen table, land your plane and get into the helicopter. There's an arrow pointing where to dump the sugar cubes which are on top of a pot. With the sugar safely in the chocolate, land the helicopter and get into the car. Head for the ramp onto the wall and then turn right and then make your way to the counter where the chocolate bar is hidden behind the toaster.



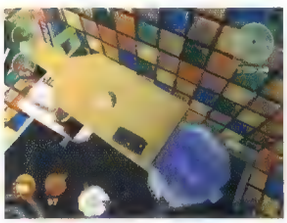
Mission 2 – Dish Of The Day

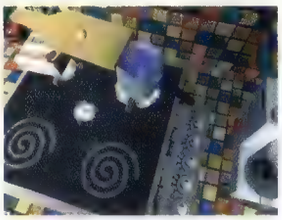
Objective: Boiled eggs need three minutes in boiling water, so make sure you don't forget to light the gas!

Guide: You can either do this mission in the plane or the tank. Go to the work top where the eggs are by the cooker and push two of them into the pan of water. Then all you have to do is turn on the

ommander

gas by pushing the buttons on the cooker and you've got boiled eggs. Alternatively you can turn the gas on before you put the eggs in.



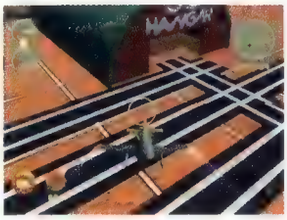


Mission 3 – The Ring Race

Objective: You have to finish in amongst the first three in this race. Even if it means playing dirty...
Guide: A basic racing challenge which you can only fail if you come last. All you need to do is follow the green rings and the other planes.

Mission 4 – Deep Sea Trap

Objective: Protect the supply boat from running into trouble with the submarines.
Guide: To protect your boat you must blow up the four submarines using your radar and missiles. With submarines blown up, fly over to the



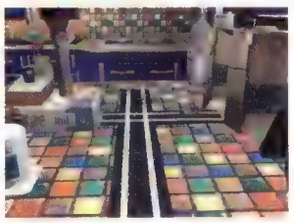
fireplace and destroy the submarines that are docked over there.

Mission 5 – Infiltration

Objective: Prevent the convoy reaching its base by blowing up the bridge leading to it with a huge secret bomb.
Guide: Go and dump the truck out of the way of the convoy in the fireplace and near to the bridge. Then get into the plane and go and destroy the defences of the fortress and blow the gate down. Then land the plane and using the truck go and collect the bomb from in the fortress – it's on the left. Then go back to the bridge, drop the bomb and get out of there. Be quick though, as it's a race against the clock.

Mission 6 – Air Raid

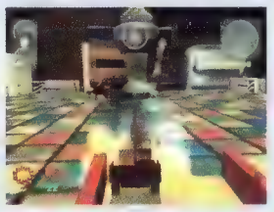
Objective: Destroy the enemy air base and their bombers while preventing them from destroying yours.
Guide: Quickly go into the second room and blow up the enemy base which is hidden under the desk. With part one of the mission completed rush back to your base where you will find it under attack and blow up the enemy planes with your missiles.



BOSS FIGHT MISSION 7 – CYCLON

Objective: Destroy Cyclon and make him your ally.

Guide: Drive up the ramp and fire missiles at him. Alternatively, you can choose to stay on the floor and then shoot him from long range instead. Make sure you aim for his guns first.



Toy Commander
ROOM 02
two kids bedroom

Mission 1 – The Good, The Bad And... You

Objective: You must knock out all Ringolo's supporters who are dressed in red and who are about to take control of the town, without harming any of the innocent people – if you do you'll have to start again.
Guide: There's no real guide to this game as all you have to do is knock out the men and beasts in red who are littered around the room, and you just have to search them out using your radar. Use your eyes, some of them are well hidden.

Mission 2 – F1 Grand Prix

Objective: Finish four laps and come in the top three.
Guide: Another racing mission. Just follow the green rings, don't come last and try not to break too much.

Mission 3 – Desertion

Objective: Six of your soldiers have gone missing and you must recover them and bring them back to your fortress
Guide: The first soldier is the easiest as he is in amongst the houses. Pick him up and take him back to base as you can only fit five in the truck and the other five are all right at the top of the room on the beams. Follow the Scaletrix track up and then head for the fallen over crane where you get on a lift. Once you're on the beams you'll easily be able to find the other soldiers – just don't fall off!

Mission 4 – Water Bombs

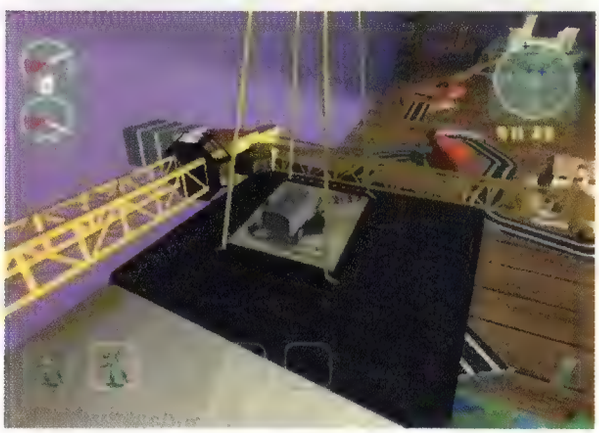
Objective: Collect the water bombs and then drop them on the firecrackers before they start to explode.
Guide: There are five water balloons by the sink (turn left at the start) and then find the firecrackers – there's one by the basketball, one by the doll and one on the bedside table upstairs – and drop a water balloon on each of them to put them out.

Mission 5 – Chuck

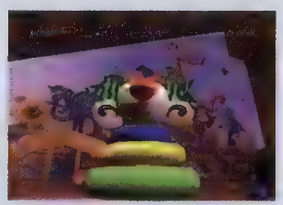
Objective: Kill Chuck the rabbit/godzilla type soft toy before he gets chance to cause too much damage.
Guide: The best way to kill him is to jump in the car and shoot him with missiles until he keels over and dies, although using the helicopter is actually just as effective.

Mission 6 – Clara

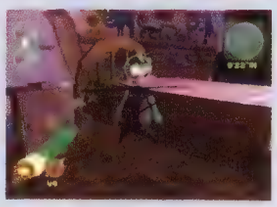
Objective: To rescue Clara the doll before Ringolo's evil henchmen come and reduce her to scorched embers.
Guide: The best way to do this mission is to get as many missiles together at the start and then fire them at the tanks – which are firing at the house behind which Clara is firing – until they're all destroyed. It's best to wipe out the guns firing at you first though.

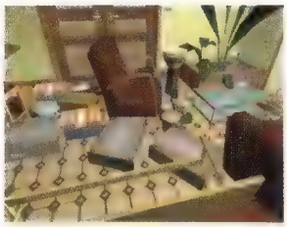


BOSS FIGHT MISSION 7 – RINGOLO



Objective: Defeat Ringolo and make him your ally.
Guide: The way to beat Ringolo is to shoot at his rings, starting with the largest, and then at his head using the missiles. If you go too close he'll shoot at you so it's best to do it from a distance





Toy Commander

ROOM 03

Hallway & its mezzanine

Mission 1 – Daedalus

Objective: To find your way out of the labyrinth so that you can dispose of the sewage you're carrying.

Guide: Go straight 'til you reach the green trainers and then turn left and left again where you will see a switch under the table. Hit it and a gate will open to the right of the trainers. Go past this gate and you will see a weight and a chain to your right.

Go under this and over the ramp and you will be on a glass table. Follow the ramps over the red couch and onto a table with flowers where you will see another switch on the wall to your right. Break this and fall off the edge and follow the wall around. When you get to another open gate turn right and then right again and over some more ramps and then you will see another switch to break. Then go back to where you just came from and go under the three black weights and chains and up the final ramp, avoiding the mines to escape the maze.

Mission 2 – Chemical Alert

Objective: Save the farm animals from the odorous trainers by using the deodorizer.

Guide: Pass the shoes and towards the two mice and kill them. Then go up to ramps and then drive onto the platform. Get onto the moving platform to the next level and drive into the can knocking it over. Then roll it towards the smelly shoes before shooting at it and letting off the deodorant.

Mission 3 – Aces Patrol

Objective: Stay in the slip stream and formation of the ace flying squad.

Guide: Just follow the planes and do what they do. It takes a few goes to know what to do and when.

Mission 4 – Emergency

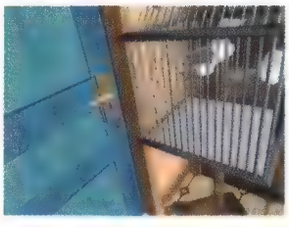
Objective: The firemen have been captured and the town is on fire. You must rescue the firemen so that they can pilot the Canadair to put out the flames... but you need to find the water first and turn it on for them.

Guide: Take the car down the stairs at the bottom of which you should see a spider and it's web. Kill the spider and go under the stairs where there is another spider web which you must destroy. Now go to the shower room and break the glass button there, opening up the gate. Go back to under the stairs and destroy the tank by the gate and the prison where a fireman has been hidden. Switch to the helicopter and pick him up before heading to the bathroom where another fireman is hidden behind the toilet. Then take them upstairs and drop them on the helipad. The plane and fire truck should now take-off and with the helicopter go to the bathroom and push the blue button by the sink, turning the water on. The plane will then come and put the flames out.

Mission 5 – The Hunting Season Is Open

Objective: Retrieve all of your paper birds, captured by Karter, before the hunters get a shot at them.

Guide: Using your radar shoot all of the poachers and shooters (there are a lot of them) and then shoot open the cage that the birds are being kept in so that they can spread their wings.



Mission 6 – Invasion

Objective: Cockroaches have invaded the house and they need stopping. You need to kill the Queen before you can kill all the others, but you need to save the helicopter from the clutches of the spider first.

Guide: With the tank go towards the table with the flowers and you will see a web with the helicopter in – shoot the web and free the helicopter. Then go on the table and kill the spider and push the helicopter off the edge onto the floor where you must push it into the fire there, thus freeing the vehicle. With the helicopter go and find the Queen who is hidden down the lug hole of the sink in the bathroom and kill her. Then go and kill all the little cockroaches with either the tank or the helicopter using your radar.

BOSS FIGHT MISSION 7 – KARTER

Objective: Beat Karter and make him your ally.

Guide: Simply ply him with missiles and more missiles and more missiles until he capitulates. Shoot at his wheels first to immobilise him and then at his weapons – just watch out for his jaws.

Toy Commander
ROOM 04
parents bedroom

Mission 1 – Full Speed Ahead

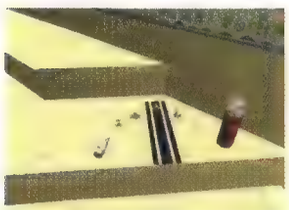
Objective: Another racing challenge where you must make sure you don't finish last.
Guide: Once again follow the green rings, but go slow on the first lap as some of them are hard to reach.

Mission 2 – Railway Anguish

Objective: Get the train to the nearest station and prevent the guerrilla forces from destroying it.
Guide: The best way to do this mission is to fly the route of the track without the train to begin with and shooting all the signals so the train goes the right way as well as shooting any enemies along the route. With the path safely cleared, unlock the train from its circular route and watch as it goes around to the station.

Mission 3 – Forest Fire

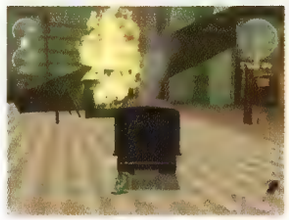
Objective: The forests on fire and you've got to put it out before it reaches the chalets at the top.
Guide: In the water plane you must fly over to the water and pick it up by pressing B



and then go and drop it over the fire by pressing B again. Do this as many times as needs be to put the fire out.

Mission 4 – The 12 Mercenaries

Objective: Black Jack has stolen some of your soldiers and you must get them back from within his fortress using 12 mercenaries.
Guide: The idea behind this game is that you drop off your mercenaries every time you see an enemy. Pick up five of the mercenaries and drive them to the chair where you will see a green shoe. Drive past this as quickly as possible and drop your five mercenaries when you see a red soldier – they will shoot the tank from the higher level when it passes. When the tank is out of the way take them up the ramp, and turn left and then right where you can see two badness. Drop your men off and they will shoot them. Now take them back to the ramp and turn left. When men start shooting



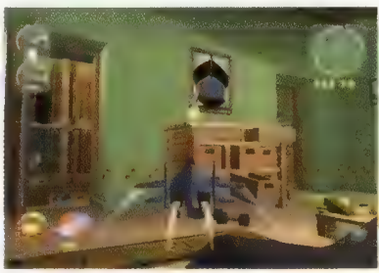
at you drop your men and when the shooting stops collect them again. Go onto the piece of wood hanging over the edge and drive off. Carry on and then drop your men off at the book who will then shoot three more men. Then proceed past where the enemy were and your view should change. Drop your men off again and they will shoot at something. With shooting done take them over to where they were shooting at and drop them off again to kill two more of the enemy. Then go up behind the house while avoiding being shot at and the mission should be complete.

Mission 5 – Banzai!

Objective: Sink the two destroyer and three submarines in the bath.
Guide: You have four planes for this mission so don't worry if you keep on dying. Just shoot anything that shoots at you first before concentrating on using your missiles and bombs to destroy the boats and submarines there.

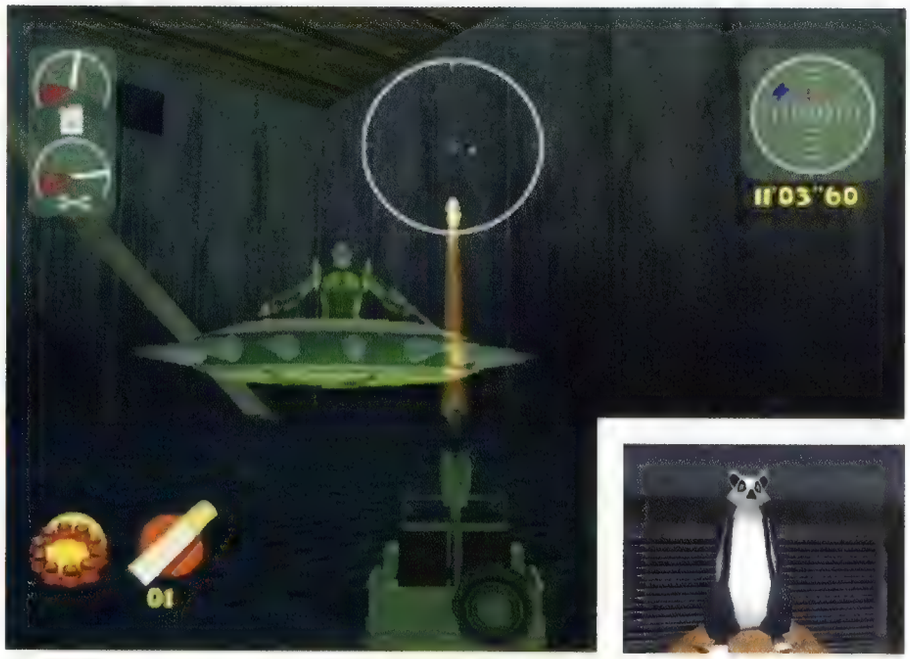
Mission 6 – The Escort

Objective: Escort your convoy safely to the right port by clearing the way of any waiting enemies.
Guide: Get into the plane and fly into the adjoining room and destroy all of the guns, tanks and men waiting in there. When you've destroyed everything hit the button on the wall near the doorway and then fly to the far wall and push another button near the floor. By now the convoy will be coming through the gate and if all the enemies have been destroyed then the mission will have been successfully completed.



BOSS FIGHT MISSION 7 – BLACK JACK

Objective: Destroy Black Jack and make him an ally.
Guide: Simply shoot at him until he is destroyed, although bombing him is very effective too. If you shoot his sails first to immobilise him then the mission will be made much easier.



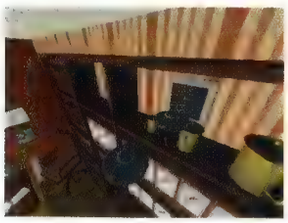
Toy Commander
ROOM 05
garage & tool room

Mission 1 – The Weightlessness Challenge

Objective: Racing mission where usual rules apply, but this time there are four laps.
Guide: Probably the easiest racing game, just follow the rings, arrows and boosts.

Mission 2 – The Invaders

Objective: Destroy the UFOs before they beam your toys aboard and take them away to alien lands without shooting any of your toys.
Guide: Simply shoot the UFOs as quickly as possible to prevent them taking your toys and the mission will be easily completed. It's best to stay on the table for this as you have a better view of where they all are.



Mission 3 – The Pirates Treasure

Objective: Find the treasure that Bugs Buggy has stealthily hidden and save the Viking princess from inside the castle
Guide: First of all get in the plane and destroy all the armaments around the castle and then swap into the car. Fall into the water and find the four jewellery pieces before going into the Teleporter which will teleport you onto a shelf. With the boost jump into the castle and save the princess and then take her with the jewellery back to your fort, which is near to where the mission started.

Mission 4 – Vertigo

Objective: Find and save three scientists that Bugs Buggy has kidnapped and bring them back to your base safely.
Guide: First of all destroy all of the enemy fortifications and weapons with the plane before flying over to the blue drill and shooting at its handle – it should spin a couple of times. Swap into the camper van and get onto the lift – push the button on the left using the tank to take you up. At the top turn right and follow all the ramps until you reach the castle and pick up the three scientists there and take them home.

Mission 5 – Mascar The Lemur

Objective: To recover your helicopter and get rid of the lemur.
Guide: This mission is similar to the twelve mercenaries where you have to drop soldiers off to shoot for you at strategic points. Go under the table where a gun is firing at you and drop one soldier off, and then go to the gate and drop the others off. This should clear your way up the ramp. Then drop your men off on the long blue ramp where they'll shoot the tank. Now head up the next ramp and skirt around wall and drop a man off to shoot the guard there.

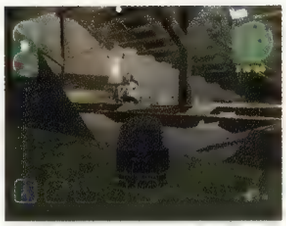
Now go up the black ramp onto the shelf. Head towards the blue ramp, past the gun. Drop off the shelf where there's a fan and a man. Drop your men off to kill him and go up the ramp where you should be blown by the fan into the sky and landing by the computer. There's a tank there which you must push off the edge by using the picture as a shield. Then go down the ramp between two red flags and drop your men off to kill the guard there as well as the hanger where your helicopter is. Then take the helicopter and kill the lemur

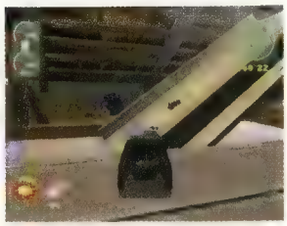
Mission 6 – Return Of Invaders

Objective: The UFOs have returned to experiment on your toys. Destroy them and save your toys by bringing them back to the helipad.
Guide: Get in the car and destroy all of the guns and enemies and then all of the UFOs. Now go into the castle where you will see the Mothership which you must destroy with your missiles. Now change to the helicopter and go into the wooden area where you will find your toys being electrocuted and tortured and save them and take them to your base.

BOSS FIGHT MISSION 7 – BUGS BUGGY

Objective: Defeat Bugs Buggy and make him an ally
Guide: As with the other bosses just pelt him with missiles until he is destroyed – try trapping him in the corner as otherwise he's too quick to shoot at.





Toy Commander
ROOM 06
the attic

Mission 1 – Chopper Race

Objective: You know the score – finish in the top three.
Guide: Follow the rings and the other helicopters and you can't go wrong.

Mission 2 – Little Big Taxi

Objective: Find Matt and drive him to the station before Jenny gives up and gets the next train out.
Guide: The best way to do this level is to use your radar to find Matt in the labyrinth and then rush him to the station in time. If you can get up onto the beams you will be able to find him easily enough – he's hidden next to the terracotta pot in the corner, but be quick as there's not much time.

Mission 3 – Parachuting

Objective: Take the enemy base by firstly getting rid of the tanks preventing your plane from taking off and then parachute your men into the enemy base.
Guide: To get rid of the tanks you must turn on the vacuum cleaner so that it sucks them up. With tanks gone you can then pick up the parachutists and drop them into the enemy base so that they can destroy it. There are three sets of them – one on top of a box, one on the suit of armour and one in front of the fort.

Mission 4 – Hold Up

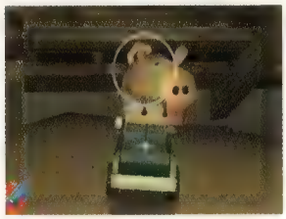
Objective: Get a small group of thieves together to help you recover the eight pieces of hidden treasure in three different places, making sure you don't destroy them in getting them back to base.
Guide: The treasure is in three different places – in the cinema and the piggybank, which you must destroy to reveal the treasure, as well as in the fortress. For this part of the mission you must use the armoured car and then with the camper van go and pick up the pieces of treasure and take them back to your base.

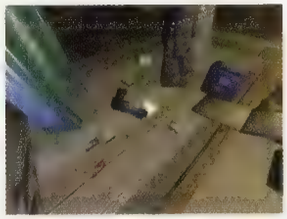
Mission 5 – Riots

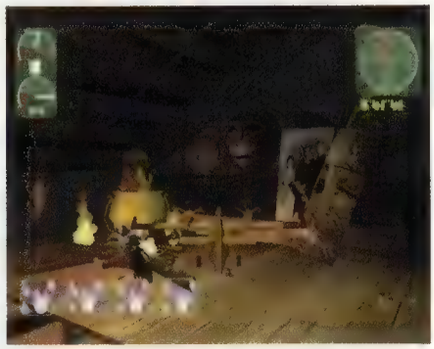
Objective: A riot is brewing and you must stop it by destroying the pick-up truck and tanks that are causing all the trouble.
Guide: There's no real method to this mission as you just have to rush around the room looking for and then destroying the vehicles that are causing havoc.

Mission 6 – Mother The Witch

Objective: Save Noon from being cooked alive by first destroying the witch on her flying broom and then putting out the fire under the pot which Nono is in.
Guide: In the micro-lyte destroy the flying witch your missiles while minding out for her bats. With the witch killed switch to the water plane and pick up water and then go and dump on the flames to extinguish the flames and save Nono from becoming roast rabbit.

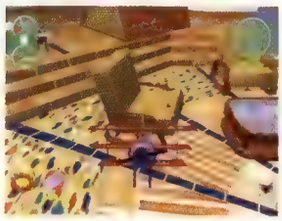






BOSS FIGHT MISSION 7 – PEGASUS

Objective: Defeat Pegasus and make him your ally.
Guide: Destroy him with your missiles, sending him into submission. Shoot off his wings thereby disabling him and then blow off his ears (his weapons) before finally destroying him by shooting at his head.



Mission 1 – In The Open Air

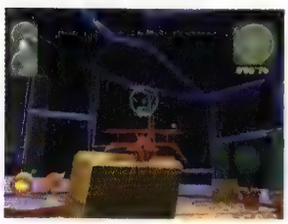
Objective: Finish in one of the top three positions.
Guide: Follow the green rings and other racers.

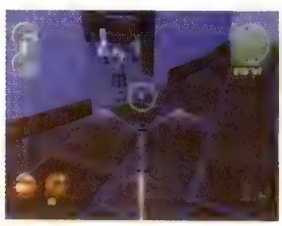
Mission 2 – Dogfights

Objective: Destroy the three enemy planes before they destroy you.
Guide: Use all the skills that you've amassed as a pilot and blow them out of the skies using your mines as well as your missiles.

Mission 3 – Galaxy Wars

Objective: Prevent Aldarak XIII and his friends from conquering the three planets
Guide: To save the planets you must first destroy the enemy ships attacking them and their LEN factory using the space craft before freeing the pilot. With the prison destroyed collect the astronaut using the hovership and take him back to your base. Make sure he doesn't get caught in any crossfire as you can't complete the mission without him. Only when the pilot is back at your base can you try and conquer the galaxy for yourself.



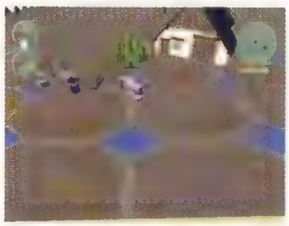


Mission 4 – The Mad Train

Objective: Destroy the mad train before it destroys everything it comes across.
Guide: You need to bomb the train carriage by carriage if you are to succeed in this mission, but you do get four planes with which to try and stop this runaway beast.

Mission 5 – Extermination

Objective: Save your toys from Aldarak XIII. You can't afford more than two losses or you'll lose the mission...
Guide: First of all take the truck filled with soldiers and go to the bottom level. Drop a couple of soldiers at each house and pick up the civilians before taking them back to your base. Then take the tank and go and clear the second level up the ramps where



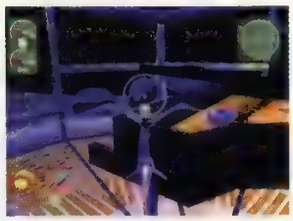
there are a number of tower blocks. Once that area has been cleared, take the bus and go and collect the toys and take them back to safety.

Mission 6 – Space Revenge

Objective: The main aim of this mission is to destroy the piano but you need a mega bomb to do that.
Guide: First of all kill all of the enemy planes and their defences on the piano so that you will able to get to the piano when you have found the bomb. It's important to shoot the enemy planes as they will destroy your allied bases otherwise. When you have found the bomb (it's in the fish tank) place it in the bowl deep inside the piano using the hovercraft and then get out of there and watch it blow.

BOSS FIGHT MISSION 7 – ALDARAK XIII

Objective: Defeat Aldarak XIII and make him an ally.
Guide: As with all the other bosses shoot him down until he begs for mercy, but he is really hard. Shoot at his arms first, then his weapons and then his head. Watch out for the fireballs and his other weapons.



CHEATS

Access all Rooms

To access all of the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. If this has been done correctly a note will be heard.

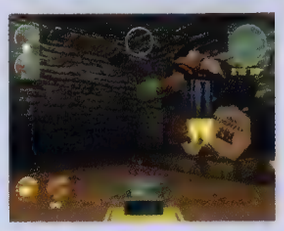
To switch machine gun

To switch machine gun pause the game, then hold L and press B, A, Y, X, A, B. A note will heard if it has been entered correctly.

Fix toy

To fix your damaged toy pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly

BOSS FIGHT HUGOLIN



Objective: To defeat Hugolin and reclaim the title of Toy Commander.
Guide: If you've defeated all the bosses in all the rooms then you will have to fight Hugolin. If not then you will have to fight those toys too. Start by shooting at the robot he's inside. When he's out of that fire at his rocket pack, then at the dart board on his chest, then at his arms and finally at his glowing green eye. If you do this he will at last capitulate and you will be the Toy Commander once again.

Dreamcast solutions
The ultimate Dreamcast tips magazine

OUT NOW!
ONLY £3.95
INCLUDES EVERY MOVE FOR NAMCO'S AMAZING SOUL CALIBU
TIPS, CHEATS, CODES
Dreamcast Solutions is available from all good newsagents

SynthasY

A WOBBLY'Z COMPANY

Independent software specialists for U.K. Dreamcast.

Xchange

Swap Any Two Working DREAMCAST Titles Plus P&P For Another Of Your Choice

Buy

We Reward You With FREE CASH When You Buy Your Games From Us

Rent

A Fresh New Concept In DREAMCAST Game Rental

Contact us for a free price list

Tel/Fax 01438 369759

synthasy@uk-dreamcast.com

www.dreamonbabe.com

the new website for Dreamcasters

Add your own game reviews
Top 10 games & sites
Cheats and tips
Bookmarks & postcards
Links and much more

www.dreamonbabe.com

OAKLAND CONSOLES

IMPORT SOFTWARE SPECIALISTS

WE COVER ALL PLATFORMS - ALSO GAME SOUNDTRACKS AT THE U.K.'s BEST PRICES!!!

ALL PLAYSTATION USA GAMES £38.99!!!! VANDAL HEART 2 ETC.	ALL N64 USA GAMES £42.99!!!! JETFORCE GEMINI ETC. NOT INCLUDING SPECIALS OR LIMITED EDITIONS
ALL DREAMCAST JAP GAMES £39.99!!!! SNK VS CAPCOM ETC.	DREAMCAST USA CONSOLE £199.99!!!! ALL USA GAMES £39.99 PLAYSTATION 2: 04/03/00 £499.99!!!!

WE SHIP DIRECT TO YOUR DOOR FROM OUR OFFICE IN LOS ANGELES, SO WE CAN NOW OFFER YOU THE GREATEST PRICES EVER SEEN IN THE UK FOR BRAND-NEW SEALED SOFTWARE.
SHIPPING TAKES 3-5 DAYS BY REGISTERED, INSURED POST AT £4
CALL FOR FURTHER DETAILS, IF REQUIRED.

MAIL ORDER ADDRESS: 26 EAST VIEW, STOKE ON TRENT, ST6 3LX
TEL/FAX: 01782 857624 - 10am - 5.30pm MON-SAT
Email us at: OAKLAND@NETCOMUK.CO.UK

LOOK

£250 WORTH OF PRIZES OF YOUR CHOICE
JUST HAVE A GO AT OUR SIMPLE COMPETITION

CALL 0906 4700342
CALLS CHARGED AT 60p PER MINUTE AND LAST APPROX 3 MINUTES

MUST BE 16 YEARS OR OVER AND MUST SEEK THE PERMISSION OF WHOEVER PAYS THE BILL. CLOSING DATE FOR ENTRIES IS THE 29th OF FEBRUARY 2000 AFTER WHICH A COMPETITION WILL RUN ALONG SIMILAR LINES ON THE SAME TELEPHONE NUMBER. FOR DETAILS OF RULES SEND A SAE TO Glenhurst no 15, Co Durham DL17 8LP

QUESTION

DO YOU WANT TO PLAY AMERICAN AND JAPANESE GAMES ON YOUR UK DREAMCAST?

PHONE 0901 131 0012

CALLS COST A MAXIMUM OF 50P. PLEASE ASK PERMISSION FROM THE BILL PAYER BEFORE CALLING

PO BOX 99 YO8 8YE

Dreamcast Dreamcast

SLAMMER

Britain's biggest games warehouse order on-line at www.theslammer.com or call 0845 130 4031

DREAMCAST CURRENT RELEASES

AEROWINGS	£26.85
ARCADE STICK	£28.32
BUGGY HEAT	£27.52
CONTROLLER	£16.46
DYNAMITE COP	£31.52
F1 WORLD GRAND PRIX	£27.52
HOUSE OF DEAD / GUN	£42.86
HOUSE OF DEAD 2	£27.52
HYDRO THUNDER	£26.85
INCOMING	£28.62
KEYBOARD	£16.46
MILLENNIUM SOLDIER: EXPENDABLE	£26.85
MK GOLD	£26.85
MONACO GRAND PRIX	£26.17
PEN PEN	£26.85
PSYCHIC FORCE 2012	£27.53
READY 2 RUMBLE	£27.52
ROAD CONTROL WHEEL	£34.55
SCART	£12.85
SEGA RALLY 2	£28.62
SNOW SURFERS	£27.52
SONIC ADVENTURE	£28.62
SOUL CALIBUR	£27.52
SOUTH PARK CHEF'S LUV SHACK	£21.14
SPEED DEVILS: OUT NOW	£26.17
SUZUKI ALLSTAR - EXTREME RACING: OUT NOW	£26.17
TOKYO HIGHWAY CHALLENGE	£26.85
TOY COMMANDER	£27.52
TRICKSTYLE	£27.53
UEFA STRIKER	£26.85
VIBRATION PACK	£12.86
VIRTUA FIGHTER 3TB	£27.52
VISUAL MEMORY	£16.46
WORLDWIDE SOCCER 2000	£27.52
WWF ATTITUDE	£27.53
SHADOWMAN	£27.03
SOUL FIGHTER	£26.85

NEW YEAR RELEASES

ARMADA	£27.53
CRAZY TAXI	£31.63
NBA 2000	£27.53
RE - VOLT	£27.53
RED DOG	£27.53
SEGA BASS FISHING / ROD	£42.85
TAKE THE BULLET	£27.53
VIRTUA STRIKER 2	£27.53
ZOMBIE REVENGE	£27.53

PRICES INCLUDE VAT

Special offer - Sega Dreamcast only
£155.99

Free postage on all orders. Next working day delivery on most orders - if in stock pay by credit card, cheque or Postal Orders. Guarantee* If you are not happy with your purchase, please send it back to us and we will exchange the product or send you a full refund. This does not affect your statutory rights.

Do you want to earn money selling games?? For further information on our dealer network call 0845 130 4031 or email dealers@theslammer.com

For other platforms visit the website or call the sales hotline.

Tel : 0845 130 4031
Fax : 0800 019 7780
URL www.theslammer.com

The Slammer.com only supplies UK products. All items are guaranteed by The Slammer.com or their respective manufacturers. All rights reserved. All tradedmarks recognised.

Customer Loyalty With A Difference

to request a catalogue please call us on 0845 130 4031. The slammer.com is owned by The Slammer.com plc.

inter@ct

Hooking Up

100> The best Internet sites on the Web uncovered!

The Top Ten Girls On The Dreamcast

102> A bevy of beauties laid bare for your personal satisfaction!

Contents

Mailbox

96> More of your thoughts sent to us with a whole lotta love. As ever, we've been inundated with stacks of missives, moans and messages. Here's where you'll find the pick of the bunch.

Reader Reviews

96> Here's the place where you get to try a spot of reviewing. It's not easy, is it? Well, it had better not be as we've been trying to convince evreyone that we're specialists...

Web Watch

100> Don't know how to get on the Net? Not sure what site you wanna check out? DREAMCAST MAGAZINE in our committed drive to making your life just that little bit easier has put together the ultimate Internet companion – aren't we nice?

The Top Ten Girls On The Dreamcast

102> Check out the ladies! This month's issue is a bit of a ladies special (as you might have noticed) and our Top Ten is no exception. Grrrrls are cool!

interact Mailbox

Here's the place to air your views. This month it seems that it is also the place to complain to us about the scores that we have given some of you favourite – or in some cases, least favourite – games. Oh well, some people are never satisfied...

Dreaming Of Spandex...

How can you say that *WWF Attitude* is rubbish? I'd rate it at least 85%. You obviously don't like wrestling. You say that the graphics are awful, the commentary is terrible and the gameplay is horrendous! You're mad! The graphics aren't brilliant but they are not awful! The commentary is good and the gameplay is brilliant. I'd like you to re-consider on the rating please.

Sam Bradshaw, Staffordshire

DM: Oh, alright then, we'll change our score of WWF *Attitude*, just for you, let's give it say, 90%. Is that alright for you? Sorry, we lied! You see, the thing is, we rate games, not on personal bias, but rather upon the relative merits of each individual title. Having played plenty of games over the years we do know a thing or two about them. As such, we can spot a cash-in, a poor conversion, or game that has been lazily thrown together to take advantage of gamers who will buy any old rubbish because they are a fan of the genre/sport/film.

Which leads us to WWF *Attitude* which is, at best, very poor and no matter whether or not we like wrestling game, we still are obligated to point out the good from the bad – that's what we get paid for. When compared to other Dreamcast games, *WWF Attitude* is pretty lame and looks somewhat dated – in fact, as our score reflected, we'd find it hard to recommend to all but the most obsessive wrestling fan... Of course, you are entitled to your own opinion, but in this case you are wrong.

Sega Fears...

When Sony bring out their new computer, will the Dreamcast go down the pan like the Saturn did? Also, why aren't Sega advertising the Dreamcast – I haven't seen one advert over Christmas. Finally, do you know if there are going to be any strategy games on the Dreamcast like *Sim City 2000* or *Command & Conquer Tiberiun Sun*? Also what's a zip drive?

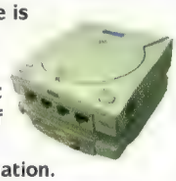
Anthony Elliot, London

DM: Sony's games machine won't be available until Autumn 2000 at the earliest, so fret ye not. Have you considered the benefits of living in the here and now? The Dreamcast has got some great games and there are even more on the way. Best of all they will all arrive long before PlayStation2 has any shelf space set aside for it at your local EB.

You're obviously not watching much TV as there have been more than enough adverts extolling the virtues of the Dreamcast.

None of the games that you have mentioned have been confirmed, but it's only a matter of time...

A zip drive is kinda like a floppy disk drive, only it is capable of storing far more information.



Disc Top Publishers?

I am writing to say how perfect I reckon the Sega Dreamcast is. The graphics are super smooth, the controls are super reactive – need I say more?

I bought one in mid-October and my mouth fell open as soon as I saw it. I'd wanted one as soon as I'd heard of it and I was glad I'd got it! Your magazine is the best that I've read so far but I have just one question for you: PLEASE CAN YOU MAKE DEMOS? Sorry to sound so harsh, but I'm desperate. I'd be quite happy to pay five quid for your mag and I'm sure other fans would be too. I hope your answer will be yes.

Cheers.

Giorgia Mineo, Brigg

DM: Putting a demo disc on the magazine every month can be a dangerous thing. Charging a fiver every month for a magazine and disc that isn't worth bothering about can do more damage than good.

Slaying The Lag Monster...

Is there any news yet about releasing a 56k modem in the UK, because so far the Dreamarena is too bloody slow. As usual we in the UK have to wait while everyone else gets the new stuff.

I suppose when SEGA get around to releasing the graphic upgrade kits to make it better than the PS2 we will have to wait to get it, and when we do, it will be out of fashion.

Benten Yamabana via email

Sitting On The Fence...

I have had my Dreamcast for over a month now and I love everything about it, but there are some questions that I would like to ask:

1. What is so great about the zip drive?
2. Will a printer become available for the Dreamcast so we can print stuff from the Internet?
3. Is there a microphone headset for the Dreamcast, because I'm sure I remember reading about one?
4. I also read in a magazine (not yours) that the Dreamcast runs faster than a Pentium 3 processor is this true?

Douglas Nicol, Ullapool via email

DM: Here goes...
1. You'll be able to store information which will mean that you can download pictures and movie files from the Internet.
2. No news as yet.
3. There is in Japan, but there has been no word on a UK release.
4. What! Why are you reading other Dreamcast magazines!

contact

You can send your letters in to us in a variety of ways...

By email...
dreamcast@paragon.co.uk

By snail mail...
Mailbox
Dreamcast Magazine
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Addiction Corner

Much as *SWWS2000* is very good, as soon as a transfer has occurred the game is obsolete. It gets my goat up when you cannot edit names and so on. In football games of the past – like the mighty *Sensible Soccer* – you could change everything. Do you know if *Sensible Soccer* or an updated *Sensible World of Soccer* will be released for the DC? If so, when? As I would much prefer to play that than *SWWS2000* or *UEFA Striker*.
stoo.ken, via email

DM: Afraid we're not sure. However, as Konami are developing a footie game for the Dreamcast you can be sure that when it does arrive you won't need any other soccer game.

DM: Irrespective of the modem, a 56kps modem is unlikely to help speed things up as the majority of phone lines in the UK are only capable of transferring data at 36kps. Until the phone companies update the phone lines, a 56kps modem is useless, but when they do, Sega will no doubt release a modem that will be able to take advantage of it. Graphics kits? What are you talking about? There's no need for anything like that, not yet!

First And Best!

How's it goin' team?
Well, I am writing to ask you some questions I've been pondering for a while:
1. Any chance of *Nights 2*, *Daytona 2*, *Scud Race*, *Virtua Cop 3* and *Touring Car 2*? Has there been any mention by Sega on any of these games?
2. Can I get compensation from Sega – after all, I was a Saturn owner – in the form of Dreamcast vouchers? Because the Saturn was such a flop!
3. Are EA not producing games for the Dreamcast, why is this?
4. What about *Die Hard Trilogy 2* possibly being released on the Dreamcast?
5. Do you lads get well paid? Is the work hard?
Lawrie O'Hara, via email

DM: We is bangin' it large (or something).
1. *Nights 2* and *Daytona 2* will appear on the Dreamcast, none of the others have been announced.
2. No, afraid not. Anyway, you can take advantage of the Saturn's demise by visiting your local games emporium and snapping up loads of great games for under a fiver!
3. EA might just have one or two games in the pipeline...
4. No news yet...
5. Over worked, underpaid and perpetually in need of a holiday. However, we've had *Crazy Taxi* in the office this month, which is nice...

I Wanna Type With The Rest Of Them!

Christmas is almost here and I can't wait because I know one of the presents under the Christmas tree will be me own spanking new Dreamcast! But I have a couple of questions, firstly can you tell me where or how long it will be before I can get my hands on a Dreamcast Keyboard? Nobody seems to have them and I'm dying to get one so that I can use it whilst on the Internet. I know that you can go on the Internet without one but I've also heard that it can get quite frustrating and I've just spent over a month knowing that I've got a Dreamcast and not being able to play with which was frustrating enough. My second question is: will there be a mouse available for the Dreamcast or will the joypads double up as one?

Please can you help?

Many thanks from a great big kid!
Martyn Hopkins via email

DM: Another Christmas ruined – whatever happened to surprises?

Keyboards are available right now, but they are pretty hard to get hold of.

At the moment there's no sign of a mouse but I am sure that eventually Sega will announce one. Until then the joypad should suffice.

I Need FIFA!

I am a fan of your mag and I think that the Dreamcast will succeed, but I personally think that one thing is missing and that is the classic EA sports series. Do you know if they'll ever make an appearance on the Dreamcast?
Paul, Birmingham via email

DM: EA are apparently secretly working on some Dreamcast games. However, whether this is true or not really isn't that important as Acclaim, Konami, Midway and Sega are all working on sports titles. How many do you need?

Super Gamer Or Just Plain Lonely?

Can I ask where you get the ratings for your games? I am asking this question because I got a Dreamcast when they were released and with the games that are out I am already bored of it. I got a Dreamcast with *Sonic Adventure* (great game – FAR too easy) and *Ready 2 Rumble* (again, FAR too easy) out since then I have had *Sega Rally*, *Toy Commander*, *Speed Devils*, *Power Stone*, *UEFA Striker* and *World Wide Soccer* (thank God for EB's ten day guarantee) and they all kept me entertained for no longer than a day. I then read all the hype about *Soul Calibur* and decided to buy it from Simply Games because it is "Such a great game..." It took me three days to complete everything including Arcade mode on very hard – can you justify the rating of 94% (I admit a great two-player game but not 94%). Don't get me wrong I am standing by my Dreamcast but at the moment I am back to playing on my PlayStation for entertainment. The future does look bright as I have a back order on *Shadow Man* and will be investing in *Worms*, and next year there's *Resident Evil Code: Veronica*, *Rainbow Six* and so on to look forward to, I just hope that they take longer than one week to master, otherwise it's roll on Playstation2.
Michael Robertson, Surrey via email

DM: Are you pale and ill? *Sonic Adventure* is is a fairly straightforward game, but visually it is stunning and reviewers were initially bowled over by that. However, it has to be said that once completed you're unlikely to return to it, so I suppose in the long-term, the rating of the game will be lowered accordingly. Of greater concern to us here at Dreamcast Magazine is that you do appear to have some sort of attention span problem, *Soul Calibur* is an awesome game and is probably the best beat-'em-up we've ever played. The Dreamcast is an excellent bit of kit, with many great games, some of which don't take forever to complete, others that should offer you months, perhaps even years of gameplay. It sounds as though you should at least give the games you buy a little more time or read the reviews, and only buy the ones that you think are going to last. If you don't you will always be disappointed with the games you buy, whatever games machine you happen to own at the time.

interact Reader Reviews

See your name in print! This is your chance to show the word just how much of a wordsmith you are. As ever, you still seem to love pretty much every Dreamcast game that's been released.

It'll get to you in the end, oh yes it will. You'll read a review and suddenly you'll feel compelled to tell us why you think that we were wrong. We were expecting a raft of *WWF Attitude* reviews after all the fuss we've had about the fact that we dared give it a sub-ninety score, oh well... maybe next month...

However, should you just want to write to us (at the usual address) with your 100 word reviews we will gladly print them.

...ed in these ... of the reader and not Dreamcast Magazine.

contact

You can send your reviews in to us in a variety of ways...

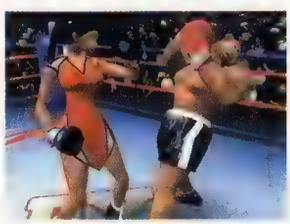
By email...
dreamcast@paragon.co.uk

By snail mail...
Reader Reviews
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Ready 2 Rumble

Publisher	Sega
Developer	Midway
Origin	America
Genre	Beat-'em-up
Reviewed by	Stephen Thomas

If you can excuse the awful theme song then *Ready 2 Rumble* is definitely the best fighting game on the Dreamcast bar none. All the characters are really good, have really funny sayings and moves – Afro Thunder is definitely the best! The gameplay is also really good and it is great fun to play either on your own or with friends. The graphics and the sound effects (the song apart) are also brilliant; and of special note is the comedy bruising that you see on the boxers' faces when they get hit. This is undoubtedly a great game and one of the best games on the Dreamcast!



Overall 96%

F1 World Grand Prix

Publisher	Sega
Developer	Video System
Origin	UK
Genre	Racing
Reviewed by	DROHAVERS@aol.com

This game is lacking fundamental ingredients required by every racer. The problem is that the handling and car performance is completely wrong!

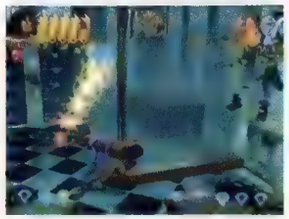
Apart from my previous points, the game appears to be not only superb-looking but also one of the most complete Formula One games on any format.

However, if I'd have wanted an arcade racer then I would have bought *Ridge Racer 4*. As it stands, I am disappointed with this game, no matter how good it looks, it can't hide the fact that the cars don't respond or move how they should do.

Overall 70%

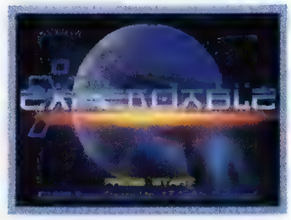
Power Stone

Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Christopher Johnson



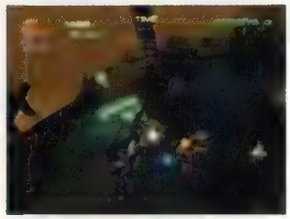
As arcade games go *Power Stone* is great, but as Dreamcast games go it is an utterly brilliant game. It is better than arcade perfect and is as addictive as the most addictive substance in existence. The gameplay is lightning fast and there's hardly any slow-down at all, meaning that is great fun to play without any frustrations. The graphics are equally impressive and *Power Stone* is far better than any of Capcom's other fighting games. The sound is also good, making it a really well rounded game overall, and one of the best Dreamcast games so far.

Overall 93%



Millennium Soldier: Expendable

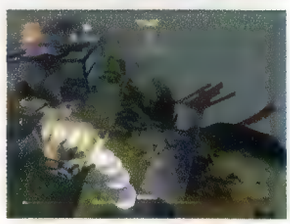
Publisher	Infogrames
Developer	Rage
Origin	UK
Genre	Shoot-'em-up
Reviewed by	Jonathon Herring



It is an overhead/ angled 3-D scrolling shoot-'em-up reminiscent of old coin-ops like *Gauntlet* or *Smash TV*. Blasting everything that moves is recommended. Various power-ups, throwable dynamite sticks, temporary god mode pills and health packs can be collected to increase the alien bodycount.

It was developed by Rage Software so the visuals are top, with nice lighting effects and satisfyingly exploding enemies. The sound is of an equally high standard.

Even on the easy setting it is still a challenge. After *Sonic Adventure*, this is the best Dreamcast game I have played.



Overall 90%

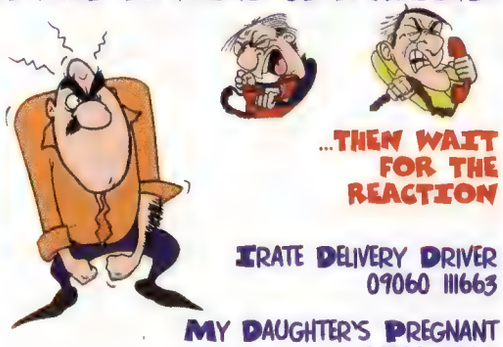
THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE..

MR. FURY
09060 111660

THE DETECTIVE
09060 111661

MR. STAMMER
09060 111662



...THEN WAIT FOR THE REACTION

IRATE DELIVERY DRIVER
09060 111663

MY DAUGHTER'S PREGNANT
09060 111664

Calls charged at £1 in at all times. Jokelines, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING

SynthasY
A WOBBLY'Z COMPANY

Independent software specialists for U.K. Dreamcast.

Contact us for a FREE price list:
Tel/Fax 01438 369759

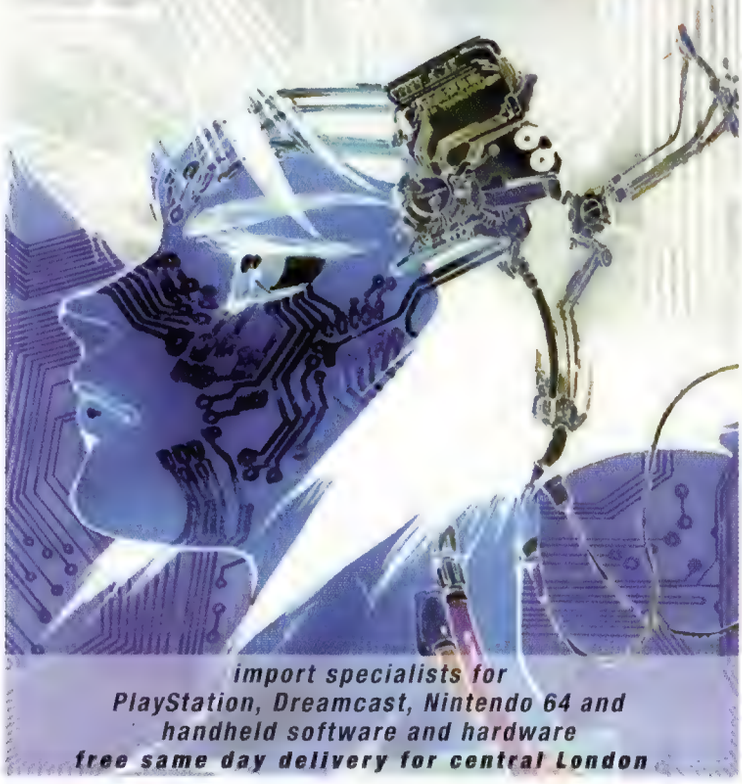
Swap any two working Dreamcast titles plus p+p for another of your choice.

synthasy@uk.dreamcast.com

intoG

Tel: 0171 627 5044 / 0793 924 6883
e-mail: intogames@lineone.net
into games P.O BOX 2874 W1A 5QS

VISA



import specialists for
PlayStation, Dreamcast, Nintendo 64 and
handheld software and hardware
free same day delivery for central London

CYBER NET
Video Games Experts

SEGA PC CD ROM Dreamcast

The Best Mail Order Games on the Internet

Tel: 0181-789 7196

MAIL ORDER!

287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT

Open Monday-Sunday 11am-11pm
Visit our web site at : www.cybernet-filmstudio.com

Special Offer!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person, valid until end of August 1999 . Coupon must be presented at purchase of game

www.chipsworld.co.uk
Serious about Games

SynthasY
A WOBBLY'Z COMPANY

We reward you with
FREE CASH
when you buy games from us.

synthasy@uk.dreamcast.com

Independent software specialists for U.K. Dreamcast.

Contact us for a FREE price list:
Tel/Fax 01438 369759

Hooking Up

Missed our beginners guide to exploring the Internet last month? Then fear not as we give you a no frills guide on how to get onto the Internet.

1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.**
4. **Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?**
5. **To help you on your travels Sega have included some short-cuts, and these options will appear when you press the left and right shoulder buttons.**

L Left Shoulder Button

Home	Will take you back to the main DreamArena page
Bookmark	A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting
Mail	Will take you to the email facility so that you can send letters to friends
Chat	Takes you to the chat room menu in the DreamArena
Options	Allows you to change various settings, including sound and contrasts, on your screen
Disconnect	Disconnects you from the Internet

R Right Shoulder Button

Back	Will take you to the page that you were at previously
Forward	Will take you to the page that you've just come from if you've just left it
Reload	Reloads the page that you're on
Cancel	Cancels a pervious instruction
Add Bookmark	Will add a Web site's address to your Bookmark list for future reference
Zoom	The page will zoom in on an image or text on a page
File	Takes you to the VM unit menu where you can, in the future, save items

Web Watch

No doubt you've all been surfing the Net in-between playing games on your Dreamcast, and we're no different. Here's some of the best sites that we've found this month, so if you fancy checking them out, you know where to go. If you have any favourite Web sites then send us their addresses and we'll check 'em out. Happy surfing!

The Aliens Are Coming

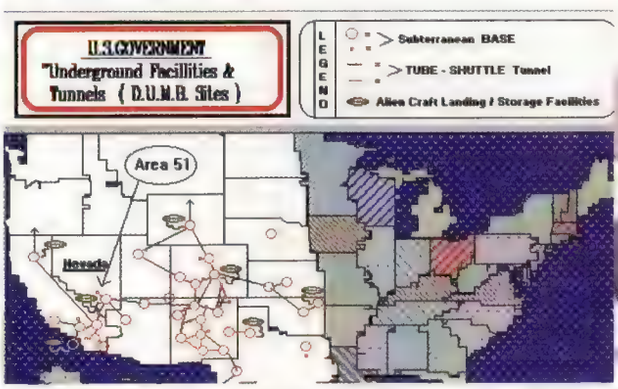
Rayman, he's an alien right? Well yes, but a nice friendly alien. But it seems that aliens are taking over the Internet too. Such is the prolific amount of sites devoted to the subject; some more paranoid than others. It's actually quite disturbing how many people believe in little green men and their spaceships, but they do and these sites show why. Interesting to say the least.

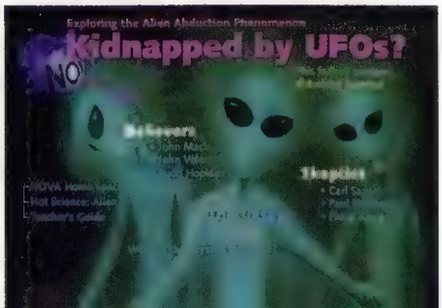
http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://www.pbs.org/wgbh/nova/aliens/

http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://infoweb.magi.com/%7Erah/bases.html

http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://www.geocities.com/Area51/Dimension/2473/alienphoto.html

http://members.xoom.com/aliensdoor/index.html





The Spanish Armada

Time for a bit of history we thought when it came to Acclaim's *Armada*, so we headed back to 1598 and the scene of our greatest navel victory, the defeat of the Spanish Armada at the hands of Drake. So if you want a dull history lesson here's where to go.

http://www.pensacola.com/~rbethke/Armada.htm

STUPIDITY RULES

In homage to the world of *Evolution* ,we went in search of the man who spent his life examining it, Charles Darwin. What we came up with was this great site that is well worth checking out. The Darwin Award is posthumously awarded to those who have managed to get themselves killed in the most bizarre ways, and thus killing off the stupidity gene prevalent in mankind. Prepare yourself for fits of hysteria.

http://www.darwinawards.com/

Itsy-Bitsy Yellow Polka-Dot Bikinis

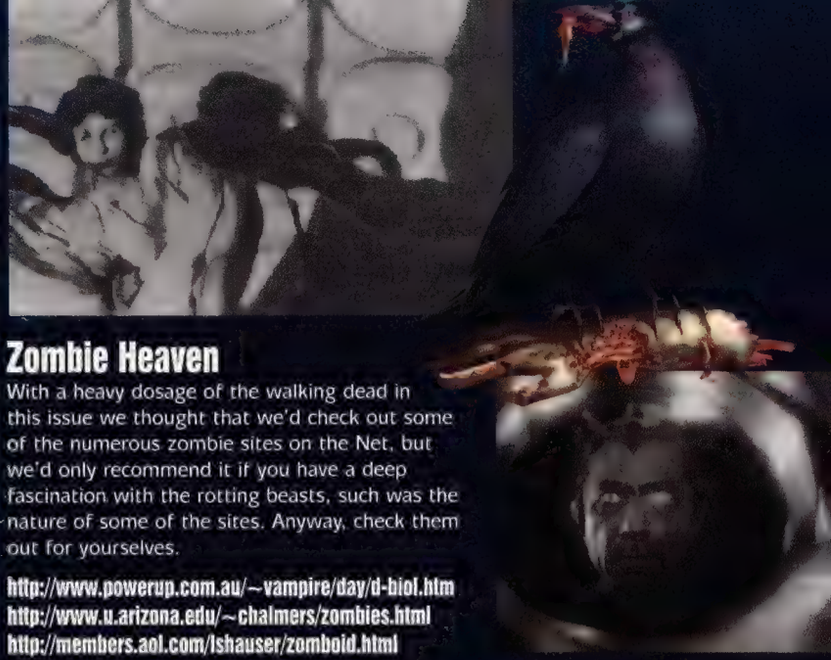
Taken aback by our *Dead Or Alive 2* swimwear beauties were you? Then if you fancy the real thing or just want to create your own swimwear designs then here are a couple of sites that you might find yourself heading to.

http://www.teenybikini.com/
http://www.customswimwear.com/

Zombie Heaven

With a heavy dosage of the walking dead in this issue we thought that we'd check out some of the numerous zombie sites on the Net, but we'd only recommend it if you have a deep fascination with the rotting beasts, such was the nature of some of the sites. Anyway, check them out for yourselves.

http://www.powerup.com.au/~vampire/day/d-biol.htm
http://www.u.arizona.edu/~chalmers/zombies.html
http://members.aol.com/ishauser/zomboid.html



Zombie Biology

Most zombie movies have neglected to provide an explanation as to how the dead have become reanimated and attack the living. But the Living Dead trilogy has made some effort at explaining this event. This page contains a further discussion on this issue and, based on information from the series, I have outlined the known zombie traits and biological characteristics. I will also attempt to provide a realistic explanation for the reanimation, although coming up with a conclusive explanation may be impossible. Please feel free to discuss these issues with me.

Known Behavioural Characteristics

- Zombies primarily crave human flesh.
- Zombies have also been known to consume other living organisms.
- Zombies appear to be able to discern the difference between another zombie and a living human based on sight only.
- Zombies will not attack each other although they have been known to fight over food.
- Zombies often frequent places they are familiar with from their normal life.
- Zombies are initially quite weak. In Night and Dawn, generally people could run in amongst them without much danger.

(Courtesy of Mark Stewart)

WHAT'S online

All new!

MAKING THE INTERNET WORK FOR YOU

Every month, What's Online helps you get much more from the Internet:

- Jargon-free, hands-on guides
- Real-world Net use made easy
- A great read for all the family

ISSUE 16 ON SALE NOW!

TO ORDER YOUR COPY OF WHAT'S ONLINE, CALL 01202 200200 OR EMAIL SUBS@PARAGON.CO.UK

Girls On The Dreamcast

the top ten

Call us perverts if you like, but we know you all ogle at the girls in games too. Where would Lara Croft be without your twisted minds? So it's no surprise that the sublime Dreamcast has also got some beautiful girls on it. Check them out.

AMY

10 Sonic Adventure/Sega

Okay, so we were getting desperate, but I bet Sonic wouldn't mind talkin' the talk and walkin' the walk with his frisky young co-star. All pretty in pink as well.

XIANGHUA

7 Soul Calibur/Namco

With an oriental flavour to her moves and style, Xianghua is a bit of a minx even though she looks sweet and innocent. Behind that charming smile is a fearsome warrior and she certainly knows how to use her sword. Suits you sir.

CLAIRE REDFIELD

5 Resident Evil 2/Capcom

Gun-toting, zombie killing, foxy babe. That's what Claire Redfield's résumé would read if ever she were to write in to a lonely hearts column. Now, what sort of answer could you give to that? The best thing is that she's not all body, as there's a brain up there too, unlike those above her in this list!

SELENE STRIKE

4 Ready 2 Rumble/Midway

With a breast that heaves this much, it's hardly surprising that Selene is such a knockout... and she knows her way around the ring. What more could you want from a lady?

SARAH BRYANT

3 Virtua Fighter 3tb/Sega

With legs this long who wouldn't want to be wrestled to the floor?

TIA

9 Snow Surfers/Sega

For some reason, female snowboarders have a particular appeal and Tia definitely falls neatly into this category. Well, we wouldn't mind rolling around in the snow with her!

GENA

6 Crazy Taxi/Sega

Some people say that women can't drive, but that myth is destroyed by crazy cabby Gena, who drives at speed and like a maniac. How cool? The fact that she's also a bit of babe helps of course, and she's certainly one girl who we wouldn't mind going for a ride with!

SOPHITIA

2 Soul Calibur/Namco

If there's one girl who we wouldn't mind beating us into submission it would have to be the lovely Sophitia. With legs that go up to her armpits, flowing golden hair and looks of a model she truly belongs on the catwalk. So why she's fighting the likes of Astoroth is beyond all of us.

SAYOMI

8 Soul Fighter/Piggyback Interactive

Armed to the teeth with various weapons, Sayomi is one girl who you shouldn't get on the wrong side of. Apart from that she's a lovely girl (no really she is) if you can get over her habit of killing everything in sight.

TINA

1 [illegible]

Log on NOW to get your FREE LobbyShares

www.THELOBBY.co.uk

At The Lobby, we aim to offer you top quality products, at some of the best prices on the Net. Including PlayStation, Nintendo, Dreamcast, Gameboy, PC Software and Hardware, Videos, DVD, Music CDs, Sports Equipment, Branded Clothing, Fitness Gear, Web Space, Domain Names, Batteries, Gifts, Special Offers, News, Reviews, Updates and a whole lot more.

Be a part of our success
get your LobbyShares for FREE Now!!

The Lobby Online Limited, PO Box 99, Selby, YO8 8YE
Email: info@thelobby.co.uk Tel: 01757 229201 Fax: 01757 229194

WANTED

VHS VIDEO COLLECTIONS,
CD COLLECTION AND PLAYSTATION GAMES
CASH WAITING
01708 730 737
(DAYTIME)
01708 761 642
(EVENING)

YOU REALLY WON'T BELIEVE YOUR EYES

Poole Video Games

THE LARGEST COLLECTION OF PC CD ROMS & CONSOLE GAMES IN THE SOUTH

Buy, sell, part exchange + mail order available
SPECIALISTS IN:
• PlayStation
• N64
• Dreamcast
• PC CD Rom
• Amiga
• Gameboy
STOCKISTS OF:
• Megadrive
• Super Nintendo
• Master System
• CDi • CD32 • Atari
• Jaguar • Nintendo 64
• Game Gear • Mega CD
• 3-DO • Gameboy Color
& much more

Console & Games Purchased

DVD VIDEO Ordering Service available
Open 9am-5pm mon-sat
Tel/Fax 01202 666344
Old Town Market, Dear Hay Lane, Poole
(just off Poole High St, opposite Woolworths)

The Software Store
All the latest releases

13 Reindeer Court, Worcester
Tel: 01905 612996

2 Three Cocks Lane, Gloucester
Tel: 01452 381123
Call this number for Mail Order

7 Commercial Road, Hereford
Tel: 01432 278633

We buy, sell and part exchange all types of cartridge and CD based software including PlayStation, N64, Dreamcast, PC-CD, DVD and older formats including Saturn, Mega Drive and SNES.

We stock all Mad Catz peripherals.
All at very competitive prices.
Open 7 days a week.
All major credit cards accepted.
Mail order service available.

FOR THE BEST DEALS IN LANCASHIRE VISIT
PENDLE GAMES
UNITS 31/39, NELSON ADMIRAL MARKET HALL, NELSON, LANCS BB9 9SL
TEL: 01282 447041 / 07971 568555 FAX: 01282 457225

WE BUY, SELL AND EXCHANGE
DREAMCAST, PLAYSTATION,
P.C, N64, DVD, NEO-GEO
POCKET Etc!

ALSO ACTION FIGURES FROM THE GAMES NOW IN STOCK

Dreamcast GAMES FROM £19.99
All originals - not copies
Swaps from £3 on ANY FORMAT
Est. 1995
Winner of Livewire in Wales
HONEST FRIENDLY ADVICE FROM HARDCORE GAMERS NOT PUSHY Salesmen
THE Computer & Console Game Specialist
Send us a S.A.E Envelope to:
28 Broad Street, Newtown, Powys, SY16 2BQ
Tel: (01686)622322/622352 Email: ego@messages.co.uk
Suppliers to Trade & Retail

White dog
GAME ACCESSORIES

PSX / NINTENDO / DREAMCAST / NEO GEO / VIDEO CDS
UK DREAMCAST TITLES £36.99 INCLUDING P&P
• Repairs / Upgrades / Mail Order / Retail / Trade •
www.whitedog.co.uk
Tel: 01782 838182/865541 Fax: 01782 838181
Open Tuesday - Saturday
Willowbrook House, Chemical Lane, Stoke-on-Trent, Staffs, ST6 4PB

Dreamcast GAMES FROM £19.99
All originals - not copies
Swaps from £3 on ANY FORMAT
Est. 1995
Winner of Livewire in Wales
HONEST FRIENDLY ADVICE FROM HARDCORE GAMERS NOT PUSHY Salesmen
THE Computer & Console Game Specialist
Send us a S.A.E Envelope to:
28 Broad Street, Newtown, Powys, SY16 2BQ
Tel: (01686)622322/622352 Email: ego@messages.co.uk
Suppliers to Trade & Retail

directory

Considering buying a Dreamcast game? Wait! Make sure you read our mini-review of it before parting with your hard-earned cash!

It hasn't taken long for the Dreamcast to amass a raft of games. Whilst some are (obscuring that lyrical gift) aren't enough others are bemoaning the breadth of choice – you can't please every one can you?

However, whatever your stance on the current amount of games available for the Dreamcast, there's still no better place to check out which games are worthy of your time, pocketbooks and hearts.

There's no other mag that is as committed to making sure that you do not buy rubbish games, so you are strongly advised to consult these pages *before* you even think about buying a game. We promise that we won't let you down!

Director-Key

Publisher:	The company that distributes the game.
Developer:	Who created the title in question.
Genre:	What style of game is it?
Issue:	Which issue of DREAMCAST MAGAZINE did the original review appear in?
Summary:	What is the game like?
We Say:	A quote taken from the original review.
Reviewer:	The member of the DREAMCAST MAGAZINE team who put the game through its paces.

Genre Descriptions

Action/Adventure	Blending exploration and puzzle solving with arcade action.
Beat-'em-up	Rely upon you beating merry-hell out of the opposition.
Party/Puzzler	Brain-ticklers usually for more than one-player.
Platform	Involves stacks of jumping and climbing.
Racing	Perhaps self-explanatory; includes cars, boats, bikes and planes.
Shoot-'em-up	Kill everything!
Sports	Soccer, American Football, Basketball, Golf, and so on.
Strategy/Simulation	Covers the likes of flight simulators and strategic war simulators.

AeroWings

Publisher:	Crave
Developer:	CRI
Genre:	Strategy/Simulator
Reviewed:	Issue 3

Summary: Originally called *AeroDancing* in Japan, Crave's flight sim is for those who like aimlessly flying around performing tricks. There's not enough variety and it could have done with some additional elements.
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away."
Reviewer: Alex Warren **68%**

Blue Stinger

Publisher:	Activision
Developer:	Climax Graphics
Genre:	Action/Adventure
Reviewed:	Issue 2

Summary: Despite changes in the PAL version to take out slowdown this has next gen looks but shallow gameplay. If survival horror's your thing, try out *Resident Evil 2*, or wait for *Code Veronica*.
We Say: "It's Blue Stinger's failure to really excite the player at any moment that is its main problem."
Reviewer: Graeme Nicholson **65%**

Buggy Heat

Publisher:	Sega
Developer:	CRi
Genre:	Racing
Reviewed:	Issue 2

Summary: Only really recommended for hard-core gamers and race junkies with perseverance.
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*."
Reviewer: Louise Wells **76%**

Chef's Luv Shack

Publisher:	Acclaim
Developer:	Acclaim Studios Austin
Genre:	Party/Puzzler
Reviewed:	Issue 3

Summary: All the low-brow, seedy humour and antics you'd expect from a *South Park* game.
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them. It's a game which is probably best played and enjoyed after a curry and a few pints of lager."
Reviewer: Alex Warren **76%**

Dynamite Cop 2

Publisher:	Sega
Developer:	In-house
Genre:	Beat-'em-up
Reviewed:	Issue 3

Summary: The world is in danger from evil terrorists who have kidnapped a cruise ship complete with 200 passengers – prepare for battle.
We Say: "Dynamite this game may be, but it has far too short a fuse, and leaves the player feeling a little cheated. There just isn't enough here to hold interest."
Reviewer: Mike Richardson **69%**

F1 World Grand Prix

Publisher:	Sega
Developer:	Video System
Genre:	Racing
Reviewed:	Issue 3

Summary: Offers all the thrills, spills and joy of real F1 racing, and enough adrenaline rushes to keep you up all night.
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power."
Reviewer: Alex Warren **89%**

Fighting Force 2

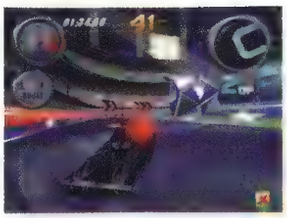
Publisher:	Eidos Interactive
Developer:	Core Design
Genre:	Action/Adventure
Reviewed:	Issue: 4

Summary: Although *Fighting Force 2* has some impressive visual effects, its gameplay and control leave the player ultimately unsatisfied.
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will find yourself being totally engrossed in and addicted to for long."
Reviewer: Alex Warren **74%**

House Of The Dead 2, The

Publisher:	Sega
Developer:	In-house
Genre:	Shoot-'em-up
Reviewed:	Issue 1

Summary: A top-notch shooter that's better than the arcade version in many respects. It is only a gun game though so don't expect major replay value.
We Say: "This is one of the titles worth owning a Dreamcast for on its own, especially with the amazingly good lightgun to play with – blast some zombies today!"
Reviewer: Martin Mathers **91%**



Hydro Thunder

Publisher:	Midway
Developer:	In-house
Genre:	Racing
Reviewed:	Issue 1

Summary: Great fun water-based racer, especially in two-player mode, but nothing particularly original.
We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth."
Reviewer: Jem Roberts 79%

Incoming

Publisher:	Infogrames
Developer:	Rage
Genre:	Shoot-'em-up
Reviewed:	Issue 2

Summary: Graphically up there with the best shoot-'em-ups, but lacking long term appeal. More arcade than sim.
We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically."
Reviewer: Tom Sargent 80%

Jimmy White's 2: Cueball

Publisher:	Virgin
Developer:	Awesome Developments
Genre:	Sports
Reviewed:	Issue 3

Summary: All this game proves is that the Dreamcast and snooker are like chalk and cheese – refusing to mix.
We Say: "If you really must play, then you might as well pop down the local snooker or pool hall and do the real thing, at least it'll get you out of the house!"
Reviewer: Alex Warren 59%

Marvel Vs Capcom

Publisher:	Virgin
Developer:	Capcom
Genre:	Beat-'em-up
Reviewed:	Issue: 4

Summary: If you're looking for a top-notch, no-frills fighting game, then you'd be a fool to overlook one of Capcom's finest titles yet!
We Say: "When the people behind the *Street Fighter* series stick to their predictable guns, they do it with style and this is no exception..."
Reviewer: Martin Mathers 91%

Millennium Soldier: Expendable

Publisher:	Infogrames
Developer:	Rage
Genre:	Shoot-'em-up
Reviewed:	Issue 1

Summary: A mindless shoot-'em-up but nonetheless great fun to play.
We Say: "If you're a seasoned gamer who remembers the likes of *Commando*, *Ikari Warriors* or *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*."
Reviewer: Nick Roberts 80%

Mortal Kombat Gold

Publisher:	Midway
Developer:	Eurocom
Genre:	Beat-'em-up
Reviewed:	Issue 3

Summary: This version breathes new life into *Mortal Kombat*.
We Say: "This is a Mortal Kombat game, and you're not going to find in-depth plot-lines and absorbing gameplay. Do we really need this kind of fighting game any more?
Reviewer: Alex Warren 77%

NBA Showtime: NBA Vs NBC

Publisher:	Midway
Developer:	Midway
Genre:	Sports
Reviewed:	Issue: 4

Summary: This is undoubtedly a great game due to the fact that it is fantastic fun to play, despite its restricted amount of gaming modes.
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss."
Reviewer: Alex Warren 90%

NFL 2K

Publisher:	Sega
Developer:	Visual Concepts
Genre:	Sports
Reviewed:	Issue: 4

Summary: When compared to the likes of NFL Blitz, NFL 2K is made to look wearisome and monotonous due to a lack of fire in its belly, despite being visually superior.
We Say: "Sega's entry into the Yankee pigskin ball park is not a bad effort, and whilst it is not quite as good as *NFL Blitz*, it stands head-and-shoulders above *Quarterback Club 2000*."
Reviewer: Alex Warren 74%

NFL Blitz 2000

Publisher:	Midway
Developer:	In-house
Genre:	Sports
Reviewed:	Issue 3

Summary: The beauty of *NFL Blitz 2000* is that you don't need a clue about American Football to be able to enjoy it.
We Say: "If it's American Football you're looking for – then this title has it by the helmet full!"
Reviewer: Alex Warren 89%

NFL Quarterback Club 2000

Publisher:	Acclaim
Developer:	Acclaim Sports
Genre:	Sports
Reviewed:	Issue: 4

Summary: Dull, boring and mindless. *NFL Quarterback Club* is American Football at its worst, with not an ounce of enjoyment in sight.
We Say: "To say that the control is unresponsive wouldn't be doing it justice, as it's less effective than a chat-up line from 'The World's Greatest Chat-Up Lines' book."
Reviewer: Alex Warren 56%

Pen Pen

Publisher:	Infogrames
Developer:	GE Co Ltd
Genre:	Racing
Reviewed:	Issue 2

Summary: A racing game for kids, but everyone will warm to it with such ridiculous characters to tinker with.
We Say: You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!"
Reviewer: Ben Lawrence 86%

Power Stone

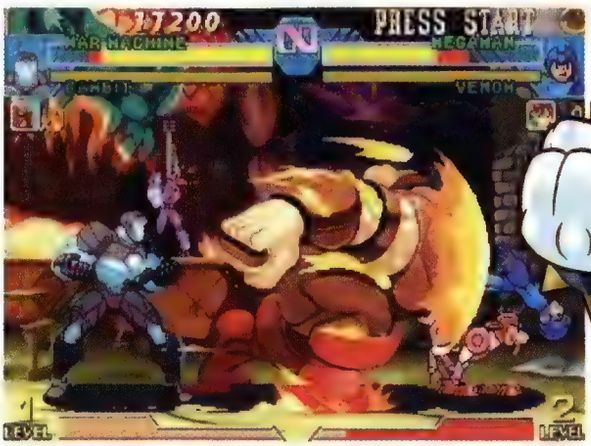
Publisher:	Eidos
Developer:	Capcom
Genre:	Beat-'em-up
Reviewed:	Issue 1

Summary: If Capcom decided to take a new direction with a beat-'em-up we sit up and listen, so should you. This game is truly wonderful.
We Say: "The level of detail in *Power Stone* is what will really impress – the backgrounds, animation and moves are really slick, just what you expect from a state-of-the-art console!"
Reviewer: Tom Sargent 92%

Psychic Force 2012

Publisher:	Acclaim
Developer:	Taito
Genre:	Beat-'em-up
Reviewed:	Issue: 4

Summary: In an already crowded genre, *Psychic Force 2012* just doesn't fare particularly well compared to *Soul Calibur* and *Power Stone*.
We Say: "Graphically and aurally, there is nothing here that couldn't have been ably produced on a PlayStation. It's a pity that the innovative combat system couldn't have been attached to a better quality game."
Reviewer: Stuart Taylor 65%



DVD Reviews

The Mummy

Cert	15
Publisher	Universal
Price	£19.99

Loosely based on Universal's 1932 original starring Boris Karloff as Imhotep, director Stephen Sommers (*Deep Rising*, *The Jungle Book*) was not looking to do a simple remake. Instead opting for an action/adventure slant with a lead character who could pull off the comic one-liners and *Indiana Jones*-esque stunts. Filled with a dazzling array of visual effects (supplied by field-leaders Industrial Light & Magic) *The Mummy* recreates a unique cinematic feeling not seen since the *Indiana Jones* trilogy. The most impressive special features are undoubtedly the two featurettes. Industrial Light & Magic (ILM) reveal the secrets behind the sublime special effects, and the second featurette focuses on behind-the-scenes with interviews from the cast and crew responsible for this suspense fuelled epic. 5/5
Paul Morgan

Austin Powers 2: The Spy Who Shagged Me

Cert	12
Publisher	Entertainment In Video
Price	£19.99

This superlative sequel provides more outlandish laughs then ever before, and Mike Myers is certainly on top form in his caricature of super villain Dr Evil, swinging hero Austin Powers and larger-than-life beefcake Fat Bastard. However, it's the wonderful addition of Mini-Me that steals the show with his brilliant silent style that encourages repeated viewings once the film has ended. Every actor, character and scripted line blends tasteless humour and side-splitting slapstick with tremendous success. And just like the original, the more you watch it, the more you laugh! 5/5
Paul Morgan

continued

continued >

CD Reviews

Beastie Boys Anthology: The Sounds Of Science

Label: Capitol

Who would have thought that the cheeky young scamps behind the late-Eighties teenage-riot anthem *Fight For Your Right would* end up being such a well-respected musical force well into the new Millennium? The Beasties – who unwittingly inspired 'the kids' to nick VW emblems off of cars and vans to make dubious necklaces – have long since abandoned their original rock/rap blend, in favour of the funkier antics found in the likes of *Body Movin'*. Their double-CD, *The Sounds Of Science*, is a collection of all their hits: 42 tracks spanning over a decade. An impressive achievement, and an essential addition to any discerning music fans collection.

4/5

Stu Taylor

Virtua Fighter 2: Dancing Shadows

Label: Zeppelin Records

It's bad enough when actors and supermodels decide to stretch their vocal chords, but when the cast of a computer game decide that it's time for a career change and release something like this, you know the world must be coming to an end. Caterwauling cats and dogs on heat could probably sing better than the combined efforts of the likes of Sarah and Jacky Bryant, Jeffry Wolf, et al.

Supplied by Project K 0181 508 1328.

1/5

Alex Warren

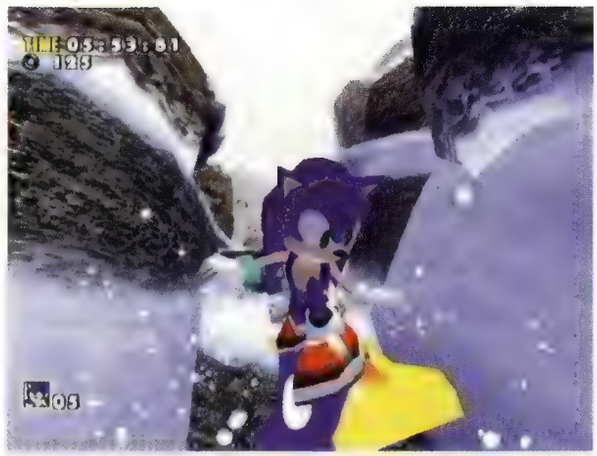
Primal Scream: Extermination

Label: Creation

Primal Scream created the first great album of the last decade with *Screamadelica* and by the sounds of *Extermination* they've done the same for this newly begun millennium. *Extermination* is a fusion of dance, jazz and funk and in this respect it is a further step on from 1998's *Vanishing Point*. Collaborators are rife including the Chemical Brothers and David Holmes among others. No one track stands out from the others as they all fuse into one glorious whole, but the likes of *Swastika Eyes*, *Keep Your Dreams* and the opening *Kill All Hippies* bring out the true essence of the Scream as they enter the next stage of their incarnation.

4/5

Alex Warren



Racing Simulation: Monaco Grand Prix

Publisher:	Ubi Soft
Developer:	In-house
Genre:	Racing
Reviewed:	Issue 3

Summary: A good F1 simulation with an amusing retro mode thrown in to break up the gameplay.

We Say: "The controls can be a little too sensitive. Nowhere as good as *F1 World Grand Prix*."

Reviewer: Mike Richardson

83%

Ready 2 Rumble Boxing

Publisher:	Midway
Developer:	In-house
Genre:	Beat-'em-up
Reviewed:	Issue 1

Summary: Midway has produced a true next generation sports title with top animations and a stonking tongue-in-cheek sense of humour.

We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!"

Reviewer: Stuart Taylor

90%

Re-Volt

Publisher:	Acclaim
Developer:	Acclaim Studios Croydon
Genre:	Racing
Reviewed:	Issue 3

Summary: Does for the racing genre what Red Bull did for vodka – injecting it with a much needed dose of energy and frivolity.

We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds. Gameplay is equally pleasurable, with the whole package rounded off with a spectacular soundtrack."

Reviewer: Alex Warren

86%

Red Dog

Publisher:	Sega
Developer:	Argonaut
Genre:	Shoot-'em-up
Reviewed:	Issue 2

Summary: The best shooter to hit the Dreamcast so far and hopefully a positive portent of things to come.

We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner."

Reviewer: Roy Kimber

85%

Sega Bass Fishing

Publisher:	Sega
Developer:	In-house
Genre:	Sports
Reviewed:	Issue 3

Summary: Brings fishing to a whole new audience and you don't even have to enjoy the real thing to enjoy the pleasures of this fantastic simulation.

We Say: "*Sega Bass Fishing* is a fantastic game and whatever your attitude to the sport of fishing is now, it will only go up in your esteem after having experienced the delights of it on your Dreamcast."

Reviewer: Alex Warren

80%

Sega Rally 2

Publisher:	Sega
Developer:	In-house
Genre:	Racing
Reviewed:	Issue 1

Summary: Sega has come up trumps with another excellent coin-op conversion that will surely sell the Dreamcast by the car boot load.

We Say: "It may not be the best racing game to hit the console, but the arcade action is currently unrivalled and is a must buy for anyone looking for an intro into the racing genre."

Reviewer: Paul Morgan

91%

Sega Worldwide Soccer 2000

Publisher:	Sega
Developer:	Silicon Dreams
Genre:	Sports
Reviewed:	Issue: 4

Summary: If football is supposed to be a fast, free flowing and enjoyable game, then this game couldn't be possibly termed as football.

We Say: "Yet again we find Sega shooting itself in the foot again by producing a totally sub-standard sports game, for which it has no excuse."

Reviewer: Alex Warren

62%

Snow Surfers

Publisher:	Sega
Developer:	UEP Systems
Genre:	Racing
Reviewed:	Issue 3

Summary: Hit the slopes for some snow boarding action, in the latest instalment in UEP System's *Cool Boarders* franchise.

We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it."

Reviewer: Alex Warren

62%

Sonic Adventure

Publisher:	Sega
Developer:	Sonic Team
Genre:	Action/Adventure
Reviewed:	Issue 1

Summary: An outstanding example of Dreamcast gameplay – it's Sonic for heaven's sake, you know you're going to buy it!

We Say: "He's back! Sega has dusted down its blue mascot and give him a new adventure to star in. Despite many regrettable aspects, *Sonic Adventure* was the first genuinely must-have game for the Dreamcast."

Reviewer: Jem Roberts

90%

Soul Calibur

Publisher:	Sega
Developer:	Namco
Genre:	Beat-'em-up
Reviewed:	Issue 2

Summary: With *Virtua Fighter* already getting stale, *Soul Calibur* takes over as the best fighting game you'll ever play. An essential Dreamcast purchase.

We Say: "Namco is famous for its *Tekken* arcade and console series. The company is the undeniable king of the fighting game and now Namco has excelled itself with its first Dreamcast release."

Reviewer: Stuart Taylor

94%

Soul Fighter

Publisher:	Piggyback Interactive
Developer:	TOKA
Genre:	Action/Adventure
Reviewed:	Issue 3

Summary: A welcome relief from arena fighting games, this time without the serious side of the adventure genre, but can get repetitive.
We Say: "*Soul Fighter* is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much."
Reviewer: Mike Richardson

83%

Speed Devils

Publisher:	Ubi Soft
Developer:	In-house
Genre:	Racing
Reviewed:	Issue 2

Summary: A superb racer which is more than a match for *Sega Rally 2*, it is just the sort of thing the Dreamcast needs for success.
We Say: "Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!"
Reviewer: Roy Kimber

92%

Street Fighter Alpha 3

Publisher:	Virgin
Developer:	Capcom
Genre:	Beat-'em-up
Reviewed:	Issue: 4

Summary: Go beyond the retro look and you'll find a compelling fighting game that is holding back the years and showing the 3-D posse a thing or two about street fighting!
We Say: "*Street Fighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version."
Reviewer: Ryan Butt

84%

Suzuki Alstare Extreme Racing

Publisher:	Ubi Soft
Developer:	Criterion
Genre:	Racing
Reviewed:	Issue 2

Summary: A fast and slick motorbike racer, with everything a Suzuki fan could want.
We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap. However, the bikes are tough to control. Try before you buy."
Reviewer: Sney Noorani

81%

Tokyo Highway Challenge

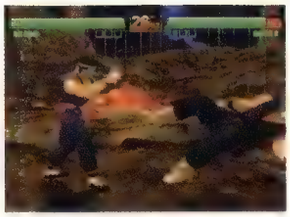
Publisher:	Crave
Developer:	Genki
Genre:	Racing
Reviewed:	Issue 3

Summary: Some gorgeous graphics are let down by a distinct lack of courses, with gameplay that leaves much to be desired.
We Say: "The graphics look like *Gran Turismo 2*... if you stand back and squint a bit. Tokyo Highway Challenge isn't one of the best Dreamcast racing games."
Reviewer: Alex Warren

73%

Toy Commander

Publisher:	Sega
Developer:	No Cliché
Genre:	Strategy/Shoot-'em-up
Reviewed:	Issue 2



Summary: This beautifully designed piece of gameplay will keep even hardened gamers occupied for hours on end.
We Say: "The game is a dream to play, with very little slowdown and a graphics engine which is solid, producing few glitches. And no, it's not just for the kids!"
Reviewer: Louise Wells

86%

Trick Style

Publisher:	Acclaim Entertainment
Developer:	Criterion Studios
Genre:	Racing
Reviewed:	Issue 2

Summary: An impressive showcase for the Dreamcast and a fun way of christening your console, but with little lasting appeal.
We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great. Speed freaks will be disappointed as it is not really a high adrenaline experience."
Reviewer: Stuart Taylor

79%

UEFA Striker

Publisher:	Infogrames
Developer:	Rage
Genre:	Sports
Reviewed:	Issue 2

Summary: A decent soccer game, but we can't help but feel there's better round the corner.
We Say: "It's very much from the old *FIFA* pick-up-and-play mould that is enough to satisfy the more casual player, but for die-hard enthusiasts, it all feels a bit too watered-down to get seriously engrossed in."
Reviewer: Ryan Butt

82%

Vigilante 8: Second Offense

Publisher:	Activision
Developer:	Luxoflux
Genre:	Shoot-'em-up
Reviewed:	Issue: 4

Summary: Once you've mastered the control of the vehicles, *V8: Second Offense* is explosive and fantastic fun to play and immensely satisfying.
We Say: "This isn't your run of the mill racing game, your typical shoot-'em-up or even a banal action/adventure game, but something completely inimitable and unique."
Reviewer: Alex Warren

91%

Virtua Fighter 3tb

Publisher:	Sega
Developer:	AM#2
Genre:	Beat-'em-up
Reviewed:	Issue 1

Summary: Masterpiece of an arcade conversion, this game will blow you away.
We Say: "An arcade perfect conversion of a great game. *VF3tb* may not be the best one-player game in the world, but if you've got some mates it's the game for you!"
Reviewer: Simon Hill

93%

Worms Armageddon

Publisher:	Hasbro
Developer:	Team 17
Genre:	Strategy
Reviewed:	Issue: 4

Summary: It might seem a strange game to be on Dreamcast, but Worms Armageddon is all you would expect it to be – nothing more, nothing less.
We Say: "As ever, Team 17 has delivered the goods, Worms Armageddon is the finest and most enjoyable of the series."
Reviewer: Alex Warren

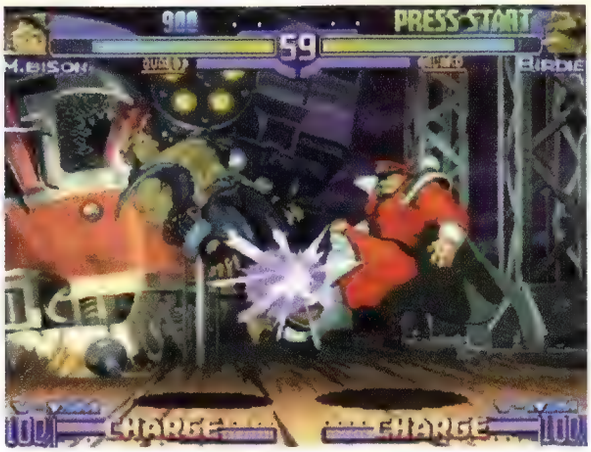
73%

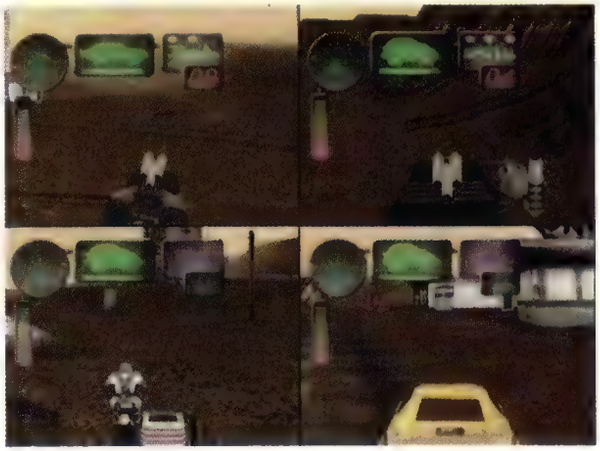
WWF Attitude

Publisher:	Acclaim
Developer:	Acclaim Sports
Genre:	Sports
Reviewed:	Issue 3

Summary: Big, fat, hairy freaks dressed in lycra seek wrestling maniacs for some fun loving.
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it. Officially the worst game released for the Dreamcast so far."
Reviewer: Alex Warren

41%





Comics

Boba Fett: Enemy Of The Empire

Publisher:	Titan Books
Price:	£9.99

The world of *Star Wars* might look impressive on screen, but it's no less inspiring in the world of graphic novels. In *Enemy Of The Empire*, the Mandalorian armour clad Boba Fett, is employed by Darth Vadar to retrieve a small box of unparalleled importance and secrecy. Boba Fett is unaware of the plans that Vadar has for him, leaving him with his future in jeopardy and a confrontation with the Dark Lord of Sith. Cracking stuff, beautifully animated.
Alex Warren

5/5

Armageddon Patrol

Publisher:	Alchemy Texts
Price:	£2.20

Back during World War II, it was a regular occurrence for America's comic books to buy into the propaganda, and feature their superhero characters like Captain America duking it out with Hitler and his 'Ratzi' Nazis. However, it was a telling sign of the times that during the political minefield that was Vietnam, comic books gave the war a wider berth than the Titanic. But that hasn't stopped Alchemy Texts from posing the intriguing question of what would the 'Nam have been like if America had sent in its fictional superheroes. If *Armageddon Patrol* is anything to go by, it would be a toxic mix of Kubrick's *Full Metal Jacket* with a Tarantino-esque black sense of humour... you'll be pleased to know that it looks and reads as good as it sounds.
Stuart Taylor

4/5

Buffy The Vampire Slayer: The Origin

Publisher	Titan Books
Price	£7.99

No Thursday evening is complete without a screening of *Buffy* nowadays, but it wasn't always like that. This story is an adaptation of Joss Whedon's original script into comic-book form as we join Buffy on her first vampire slaying excursion, and it's not a pretty sight. Vampires are, once again, making a nuisance of themselves and it's up to our long legged friend to sort them out. Which reminds me: never trust a girl who carries spikes in her handbag.
Alex Warren

3/5

Comics supplied by WonderWorld 01202 293054

Stuff & nonsense

Check it out! Would you believe that some people actually spend their money on something other than games? Well, here's the proof...

Dawn Of The Dead Zombie

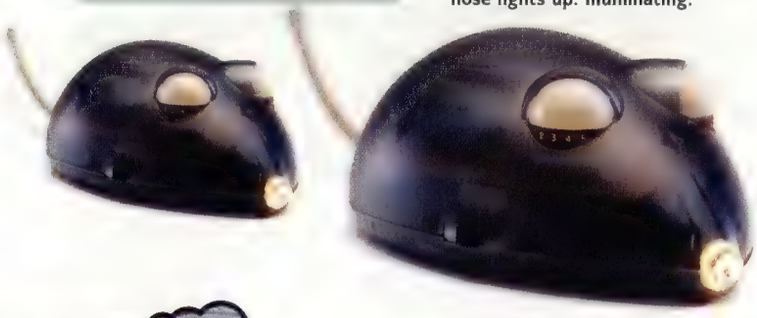
Manufacturer: Reds. Inc
Tel: 01202 293 054
Cost: £14.49

> With a plethora of zombies rotting away on the Dreamcast and plying their evil trade, this figure is the perfect accompaniment for your zombie-filled life. Complete with victim torn in two, this is the sort of thing that will give you nightmares if left on your bedside table. Spooky stuff indeed.

Mouse Radio

Manufacturer: The Gadget Shop
Tel: 0800783 8343
Cost: £9.95

> It might look like a mouse but surprise, surprise, it is in fact a radio in disguise. To tune in to your preferred radio station all you need do is roll the eyes and the tail will do the rest (it's the aerial you know!) One last touch is that it can also be used as a nightlight as the nose lights up. Illuminating.



YST-MS35D Multimedia Speakers

Manufacturer: Yamaha
Tel: 01923 233 166
Cost: £65

> Fed up with poor sound quality coming from your games console? Then try these little beauties out. Designed especially for games consoles and patented with Yamaha's Advanced Active Servo Technology, the YST-MS35D speakers offer a whole new audio experience for games players. With USB Architecture for superior sound, the speakers might look square, but the sound certainly isn't.

South Park TV Talker

Manufacturer: The Gadget Shop
Tel: 0800783 8343
Cost: £24.95

> Everyone's favourite foul-mouthed kids can join in the pleasures of channel hopping with you when you place them on top of your TV. Whenever you point your controller at the TV and change channel the boys will come out with some classic comments including: 'I'm not fat, I'm just big-boned' and 'let's go watch cartoons'. So if you haven't been driven mad by the series, then this is guaranteed to do so.

D-1000 Digital Voice Recorder

Manufacturer: Olympus
Tel: 0800 072 0070
Cost: £299.99

> Fed up with spending hours transcribing interviews from dictaphone to computer? With the Olympus' D-1000 digital voice recorder all your pain can be wiped away forever and hastily written notes will become a thing of the past. Bundled together with IBM's 'ViaVoice Transcription' software it converts your voice into writing onto your computer and best of all it can send messages via email to anyone, anywhere. Which all makes it one nifty little gadget, and ideal for any 007 spy-like people among you.

3-in-1 Universal Remote

Manufacturer: The Gadget Shop
Tel: 0800783 8343
Cost: £12.95

> Fed up with having countless number of remote controls sprawled across the lounge and never knowing which one turns on the telly? Then the 3-in-1 Universal Remote is the answer to all your prayers as it will control your television, video and your satellite as well as having all the normal features of a TV controller. It even has a chain attached so you can slip it around your wrist so you'll never lose it again. Life for the couch potato will never be the same!

MX-1700 Zoom Digital Camera

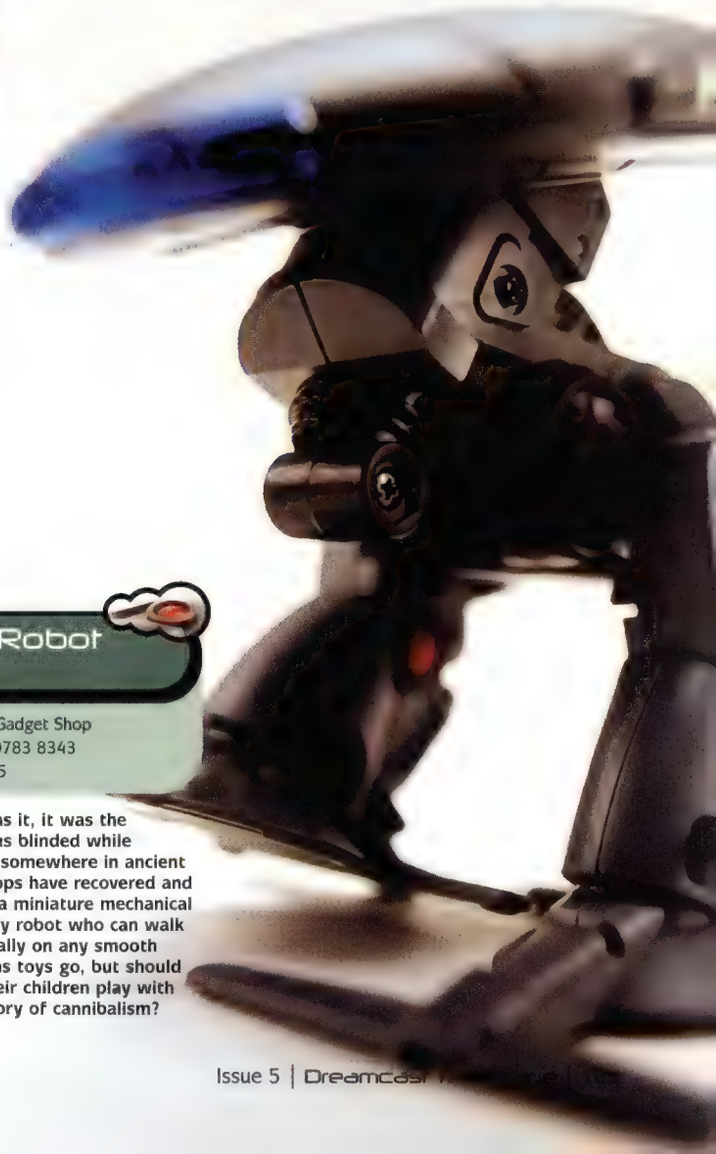
Manufacturer: Fuji
Tel: 0171 586 5900
Cost: £400

> With the promise that the Dreamcast will soon have its very own digital camera of sorts, we thought we'd check out the competition. Fuji's MX-1700 Zoom is up there with the best of them with one of the fastest processing systems on the market and a 38-114mm spherical lens meaning you'll be able to take some fantastic looking pictures with it. What's more, it looks as good as the pictures that it creates.

TA288 Walkie-Talkies

Manufacturer: Motorola
Tel: 0500 555 555
Cost: £129

> Forget mobile phones, the coolest way to stay in contact when out in the wilds is with Motorola's new TA288 Walkie-Talkie. A two-way radio with a range of up to 3 miles, over 300 combinations of frequencies set over eight voice channels with 38 privacy codes which means that this compact little beauty really is a little sweet heart. With a choice of three colours available, this is one gadget you don't want to be without – even Bond has one!



Cyclops Robot

Manufacturer: The Gadget Shop
Tel: 0800783 8343
Cost: £4.95

> As Greek legend has it, it was the Cyclops who Odysseus blinded while trapped on an island somewhere in ancient Greece. But the Cyclops have recovered and now they've created a miniature mechanical being – an anti-gravity robot who can walk vertically or horizontally on any smooth surface. Pretty cool as toys go, but should parents be letting their children play with monsters with a history of cannibalism?

dream on...

The Number 1 best-selling unofficial Dreamcast magazine. HERE'S WHY...

1. **Every UK, Japanese and American game reviewed**
2. **New cheats, tips and solutions every month**
3. **Tonnes of competitions and prizes**
4. **Our reviews are written by the best in the business**
5. **We scour the globe to bring to you the latest news**
6. **The ONLY Dreamcast magazine that you'll ever need!**

HEY, NEWSAGENT...

Please reserve me a copy of...

DREAMCAST MAGAZINE ☐

Price: £2.99 [ISSN: 1466-2388]

Name: .....

Address: .....

.....

.....

Postcode: .....

Tel: .....

To ensure you receive a copy of what will become the leading unofficial Dreamcast magazine fill in this coupon and hand it to to your local newsagent.

Newsagent Information: DREAMCAST MAGAZINE is published by Paragon Publishing Ltd [**Tel:** 01202 299900 **Fax:** 01202 299955] **http://paragon.co.uk** and are available from your local wholesaler. DREAMCAST MAGAZINE and *Dreamcast Solutions* are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR

Legacy Of Kain:

BLOODY GREAT!

Soul R

Hellishly Massive Revi

Featuring All These

Sega GT

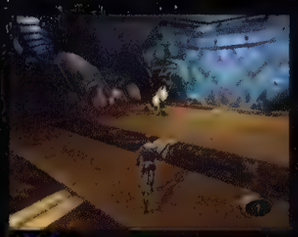
Half-Life

THE UK'S BEST-SELLING UNOFFICIAL DREAMCAST MAGAZINE

Great Games...

Note: we reserve the right to alter the contents

Legacy of Kain: Soul Reaver


MDK2

Ecco the Dolphin

Shenmue

Issue 6
On sale 24 February 2000

SUBSCRIBE TO Dreamcast magazine

FAX 01202 200217
Email subscriptions@paragon.co.uk

The world's most advanced console magazine!

Never miss an issue of the best Dreamcast magazine and save £s with our great offers!

OPTION 1

13 issues of Dreamcast Magazine delivered to your door at a discount price.

OPTION 2

13 issues of Dreamcast Magazine at a discount price plus the game of your choice from this selection...

Virtua Fighter 3tb

Sonic Adventure

Ready 2 Rumble

Sega Rally 2

Toy Commander

Soul Calibur

Issue 1

Featuring
Soul Calibur, Uefa Striker, Shenmue, Metropolis Street Racer, Toy Commander, Shadowman, Speed Devils, Mortal Kombat Gold, Soul Fighter, Trickstyle, Racing Simulation: Monaco Grand Prix, Resident Evil: Code Veronica

Reviews
Sonic Adventure, Ready 2 Rumble Boxing, Sega Rally 2, Virtua fighter 3tb, The House of the Dead 2, Power Stone, Millennium Soldier: Expendable, Hydro Thunder

Issue 2

Featuring
Shadow Man, Sega Worldwide Soccer 2000, Alone in the Dark 4, WWF Attitude, Deep Fighter, Furballs, MDK2, NBA 2000, Evolution, South Park Rally, Chef's Luv Shack, F1 World Grand Prix

Reviews
Red Dog, Soul Calibur, Uefa Striker, Toy Commander, Speed Devils, Trick Style, Suzuki Alstare Racing, Extreme Racing, Pen Pen Trilcelon, Buggy Heat, Blue Stinger, Incoming

Issue 3

Featuring
Resident Evil 2, Vigilante 8: Second Offense, 7 mansions, Midnight GT, Felony Pursuit

Reviews
ShadowMan, Chef's Luv Shack, F1 World Grand prix, Sega Bass Fishing, Aero Fighters, Re-Volt, Mortal Kombat Gold, Soul Fighter, Jimmy White's 2: Cueball, Snow Surfers, Tokyo Highway Challenge, Dynamite Cop, Racing Simulation: Monaco Grand Prix, NFL Blitz, WWF Attitude

Issue 4

Featuring
Hot games for the Millennium, Crazy Taxi, Shenmue

Reviews
Fighting Force 2, NBA Showtime, Vigilante 8: 2nd Offense, Worldwide Soccer 2000, Street Fighter Alpha 3, Worms Armageddon, Marvel Vs. Capcom, NFL 2K, Psychic Force 2012, NFL Quarterback Club 2000, Chu Chu Rocket, Zombie Revenge, Let's Play Golf, Giga Wings, Maken X, Jojo's Bizarre Adventure

---

YOUR DETAILS

Dreamcast magazine

The world's most advanced console magazine!

Subscription to start from issue number ☐

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Tel .....

OPTION 1 ☐ **OPTION 2** ☐

The game I want is .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

☐ Credit card (please specify) .....

Expiry date .....

Card Number .....

>If you don't want to receive related material tick this box. ☐

SUBSCRIPTION GIFT

If the subscription is a gift please fill in the details of the recipient

Name .....

Address .....

.....

.....

Postcode .....

Dreamcast magazine — Back Issues order form

>Issue 5

YOUR DETAILS

Please tick issues required
Issue No. 2☐ 3☐ 4☐

Name .....

Signature .....

Address .....

.....

Postcode .....

Tel .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

☐ Credit card

Expiry date .....

Card Number .....

Dreamcast magazine cost details

Subscription to Dreamcast Solutions

OPTION 1: MAGAZINE ONLY

UK	Europe	World
£33	£38	£49

OPTION 2: MAGAZINE & GAME OF YOUR CHOICE

UK	Europe	World
£68	£74	£85

Call the subscription hotline now on

01202 200200

Or fill in this form, cut it out and send it to: Dreamcast Magazine Subscriptions, Paragon Publishing Ltd, St Peter's Road, Bournemouth Dorset BH1 2JS.

● NOTE: Games are UK PAL versions.

www.wilrons.com

Dream away...

the GREAT bundle offer!!

BRONZE BUNDLE

\+

any game

£255

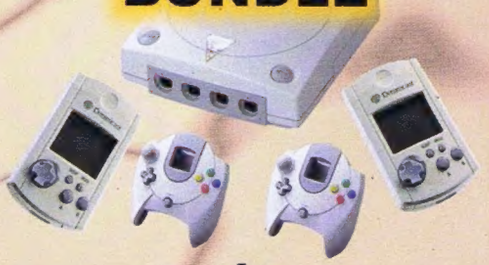
SILVER BUNDLE

\+

any 3 games

£325

GOLD BUNDLE



\+

any 5 games

£385

games sold separately for £34.99

0207-237 3342

with wilrons Ltd, owning a dreamcast is'nt an impossible dream, it's as real as your desire for one.

while stocks last!!

Wilrons Ltd, PO Box 23345, London SE16 4ZU

dream moment

Number 002

›Final Battle ›Vs Inferno

Soul Calibur

"I am the god of hellfire, and I bring you..."

Namco had already worked wonders with its fast-paced, ground-breaking *Tekken* series of beat-'em-ups on the Sony PlayStation. Now it was Sega and the Dreamcast's turn. A more powerful console meant that Namco could push the boundaries of 3-D beat-'em-up action once again... and it did it in spades with *Soul Calibur*. Released in Europe on 26 November 1999 – a little over a month after the console was launched – *Soul Calibur* became the essential game that every Dreamcast owner had to have in their collections.

From the astounding graphics and animation, to the rousing musical score, *Soul Calibur* is gaming perfection distilled in GD-ROM form. Arguably, all of *Soul Calibur* plays like a dream, but if we had to choose one 'dream' moment, it would be the first time you encounter Inferno. The final adversary in *Soul Calibur's* Arcade mode, Inferno literally ignites in front of your eyes... your heartbeat falters, and fear grips you by the throat. Will you be able to wrestle the Soul Edge from his fiery grasp? Perhaps this clash of the titans is more of a nightmare moment than a dream!

If you would like to submit a Dream Moment to Dreamcast Magazine, please send in your suggestions to 'Dream Moment' at Dreamcast Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.

01279 321 321
ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on **01279 321 321**

By fax on **01279 322 322**

By post at **Special Reserve, P.O. Box 847, Harlow, CM21 9PH**
Free immediate cheque clearance

By e-mail to **Orders@reserve.co.uk**

Online at **http://ukgames.com** or at any of the other Special Reserve addresses

Or visit a **Special Reserve Club Shop**

Prices include VAT and delivery
Fast, efficient, accurate despatch
0% finance option - see below
Market leader - established 12 years
Official Sony, Nintendo & Sega supplier
All genuine UK new boxed product
Open until 8 pm (5 pm Sun)

We only supply members but trial membership is just 60p

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club
There is no obligation to buy anything
Claim a FREE GIFT if you buy any one item as you join or renew*.

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Save just 5 Reddies - and choose another FREE gift.

FREE GIFT LIST
01279 321 321 or UKGAMES.COM

Choose any gift when you buy any one item at the same time as joining Special Reserve for one year (£6.99)

- FREE SCART LEAD FOR DREAMCAST
- FREE PAIR OF CONTROLLERS FOR PSX
- FREE PAIR OF 1 MB MEMORY CARDS FOR PSX
- FREE SUPER AV SCART LEAD & LINK CABLE FOR PSX
- FREE CASIO DC2000 PERSONAL ORGANISER
- FREE INFLATABLE ARMCHAIR - BLUE, PINK, RED OR ORANGE (add £3 carriage for this item)
- FREE SUPER MARIO RADIO ALARM CLOCK
- FREE REMOTE CONTROL CAR & SPORTS WATCH
- FREE 52 CAPACITY CD WALLET (SOFT BLACK)
- FREE 3D ANALOGUE CONTROLLER FOR N64
- FREE PAIR OF 1 MB MEMORY CARDS FOR N64
- FREE RUMBLE PACK FOR N64
- FREE PAIR OF MAD CATZ CONTROLLERS FOR PC
- FREE AMIGA EMULATOR FOR PC
- 7 GAMES FREE ON CD FOR PC
  Actua Soccer, Premier Manager 2, Utopia, Zool 2, Space Crusade, Retribution and Re-loaded

BONUS **3500 CHEATS BOOK** and **INTERNET GUIDE** with EVERY GIFT

0% Pay in 9 Months!

10% deposit, no more to pay for 9 months and no interest, subject to status.
Your total purchase must be over £200 including one hardware item.
0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.
Written details in the Club Magazine.
Just ask for 0% finance when you order.

Nobody gives value like Special Reserve – check these prices

BEST BUY	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*
SOUL CALIBUR	READY 2 RUMBLE	SONIC ADVENTURE	WORMS ARMA.	UEFA STRIKER
SAVE £6	SAVE £6	SAVE £6	SAVE £7	SAVE £6
33.99	**33.99**	**33.99**	**32.99**	**33.99**

Special Reserve Discount Network

1 FREE

Only one per address
For a free magazine go to www.1FREE.co.uk or phone 01279 321 321 or ask in a club shop

FREE

FREE Extra Controller and FREE Memory Card with every NINTENDO 64 or PLAYSTATION

£64.99 **£79.99**

FREE SCART LEAD

When you buy a Nintendo 64, Playstation or Dreamcast at the same time as a televison. TVs from only £89.99

0% FINANCE – PAY IN 9 MONTHS
10% deposit – subject to status

DREAMCAST ...199.99 LESS £10*

Official UK Console with Official Controller, BT approved Modem, RF Lead & FREE Internet access

*Deduct £10 off our price of any one other product bought at the same time as a Dreamcast. Compare this deal for example:

Dreamcast with Sega Rally 2 ...£223.98 SAVE £16

DREAMCAST PERIPHERALS

OFFICIAL GREY CONTROLLER ... 19.99
Standard control pad for Dreamcast has 4 front facing buttons and 2 analogue triggers. 8 way digital control plus analogue control stick for optimum accuracy

MAD CATZ CONTROLLER ...17.99

MAD CATZ VIBRATION PACK ... 13.99

OFFICIAL VIBRATION PACK ... 14.99
SAVE £5

OFFICIAL KEYBOARD ... 19.99

OFFICIAL STEERING WHEEL ... 44.99

DREAM STATION STORAGE UNIT ... 16.99
Two stop drawer enables immediate access to console and contoller

PRO CARRY CASE ... 16.99
Carry case that holds Dreamcast console, connections, controllers and games
SAVE £8

OFFICIAL VISUAL MEMORY SYSTEM (VMS) ... 19.99
Enables you to take the memory card anywhere and use your stored characters, including some Sega Arcade machines

OFFICIAL ARCADE STICK ... 33.99

MAD CATZ BLASTER LIGHT GUN ... 34.99

SEGA BASS FISHING WITH FISHING ROD ... 52.99

HOUSE OF THE DEAD 2 WITH LIGHT GUN ... 52.99

DREAMCAST GAMES

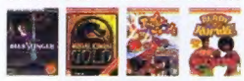
All prices include delivery. Membership from 60p
A small selection of our range
We only sell official UK products

AEROWINGS	31.99
ARMADA	33.99
BLUE STINGER	29.99
BUGGY HEAT	29.99
CAESERS PALACE 2000	33.49
CRAZY TAXI	33.99
DEADLY SKIES	33.99
DRAGONS BLOOD	33.49
DYNAMITE COP	33.99
EVOLUTION	33.99
FIGHTING FORCE 2	33.99
FORMULA 1	33.99
FURBALLS	33.99
HOUSE OF THE DEAD 2 8/10	33.99
HOUSE OF THE DEAD 2 + OFFICIAL LIGHT GUN 8/10	**52.99**
HYDRO THUNDER	33.99
INCOMING	33.99
JIMMY WHITES 2 - CUEBALL	32.99
KILLER LOOP	33.49
MARVEL VS CAPCOM	33.49
METROPOLIS STREET RACER	33.99
MILLENNIUM SOLDIER - EXPENDABLE	33.99
MONACO GRAND PRIX	29.99
MORTAL KOMBAT GOLD	31.99
NBA 2000	33.99
NBA SHOWTIME	33.99
NFL BLITZ 2000	33.99
NFL QUARTERBACK CLUB 2000	33.99
PEN PEN	29.99
PLASMA SWORD	33.49
POWERSTONE 9/10	33.99
PSYCHIC FORCE 2012	33.99
RE-VOLT	33.99
READY 2 RUMBLE 8/10	33.99
RED DOG	33.99
RESIDENT EVIL 2 (RATED 15)	29.99
ROADSTERS	33.49
SEGA RALLY 2 8/10 (NET)	33.99
SEGA BASS FISHING + OFFICIAL ROD/REEL	**52.99**
SHADOWMAN	33.99
SLAVE ZERO	33.99
SNOW SURFERS	29.99
SONIC ADVENTURE 9/10	33.99
SOUL CALIBUR	33.99
SOUL FIGHTER	31.99
S. PARK: CHEFS LUV SHACK	25.99
SOUTH PARK RALLY	33.99
SPEED DEVILS	33.99
STREET FIGHTER ALPHA 3	33.49
SUZUKI ALSTARE RACING	33.99
TAKE THE BULLET	33.99
TEE OFF	33.99
TOKYO HIGHWAY CHALLENGE	33.49
TOY COMMANDER	33.99
TRICKSTYLE 9/10	29.99
UEFA STRIKER 8/10	33.99
VIGILANTE 8 - 2nd OFFENCE	31.99
VIRTUA FIGHTER 3tb	33.99
VIRTUA STRIKER 2	33.99
WORLDWIDE SOCCER	33.99
WORMS ARMAGEDDON	32.99
WWF ATTITUDE	33.99
ZOMBIE REVENGE	33.99

DREAMCAST BOOKS

Official Strategy Guides

BLUE STINGER	11.50
MORTAL KOMBAT GOLD	9.99
POWER STONE	9.99
READY 2 RUMBLE	9.99
SOUL CALIBUR	9.99



DREAMCAST LEADS

DREAMCAST SCART LEAD ...8.99

TELEPHONE EXTENSION LEADS:
5 METRES ... 7.99
10 METRES ... 8.99
Suitable for use with a BT compatible telephone, fax machine or modem

TELEPHONE SOCKET SPLITTERS:
TWO-WAY ... 6.99
FOUR-WAY ... 9.99
Socket splitter to allow more than one telephone, fax machine or modem to be plugged in to one socket

Over 5000 cheats for the latest games at **UKCHEATS.COM**

For a Dreamcast - friendly website visit **UKGAMES.COM**

FREE Mains Adaptor
With every Gameboy Color

SAVE £14

£65.99

SIX AMAZING COLOURS TO CHOOSE FROM
Games from only 12.99

Experience the Pokemon phenomenon on Gameboy

POKEMON RED OR BLUE ... 24.99

GAMEBOY LINK CABLE	5.99
FIFA 2000	22.99
GRAND THEFT AUTO	22.99
RONALDO V FOOTBALL	18.99
RUGRATS	21.99
SUPER MARIO BROS DX	22.99
TETRIS DELUXE	18.99
WORMS ARMAGEDDON	21.99
WWF WRESTLEMANIA	22.99
ZELDA	21.99

Special Reserve Big Club Shops

EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX ... 01268 287776
Festival Leisure Park. 1 mile off A127

BRISTOL ... 0117 924 5000
351 Gloucester Road (A38). Nth of City

CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road. Near bus station

EGHAM, SURREY ... 01784 473444
168 High Street. 1 mile J13 off M25

NOTTINGHAM ... 0115 949 1000
164 Derby Road, Stapleford.
2 miles J25 off M1. Nr Pizza Hut

SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road
Not far from M11 junctions 7 or 8

UPMINSTER, ESSEX 01708 225544
209 St Mary's Lane. 2 miles J29 off M25

WINACAR.CO.UK - £2 Million prizes

Special Reserve Discount Network

UKGAMES.COM ... Cheapest games, thousands of reviews, news, video clips, release dates, charts and special offers.
UKCHEATS.COM
UKDREAMCAST.COM
UKHANDHELDS.COM
UKPOKEMON.COM
UKN64.COM
UKPLAYSTATION.COM
UKPLAYSTATION2.COM
1FREE.CO.UK

UKCOMPUTING.COM ... From leads to Pentium CPUs - we stock a massive range of PC Upgrades, all at incredible discount prices.
UKCDROM.COM
UKDVD.COM
UKPRINTERS.COM
UKRAM.COM
UKSOFTWARE.COM
MAXXPC.COM

FREEOLA.COM ... The UK's best FREE internet service ever - by far. No CD needed, FREE Technical Support, choice of 800 e-mail addresses e.g. Englandfans.com. Lots more - just log on
GETDOTTED.COM ... Get your Domain Name before it's too late
FBFANTASY.COM ... It's free too - our £5000 Football game
WINACAR.CO.UK ... Lots of free competitions and cars to win

Some items carry a £1 surcharge in the shops. Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 21/12/99. E. & O.E. Inter-Mediates Ltd, The Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.

RE-VOLT™ & © 1999 Acclaim Entertainment, Inc. All rights reserved. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1999 Acclaim Entertainment, Inc. All rights reserved.